

メテブテケ

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# MEGA TECH

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+ MEGA-CD**

**MEGA-CD  
REVEALED!**

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AND GAMES  
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IS THIS THE  
NEXT SONIC?**



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**HE'S BACK... JAMES BOND**

**007<sup>TM</sup>**

**in THE DUEL**



SHARP GREETINGS FROM BONES



BE CAREFUL ODDJOB DOESN'T TAKE HIS HAT OFF FOR YOU



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BOND, A GAME TO HOLD YOU IN ITS GRIPS TO THE BITTER END!

RELEASE  
DATE  
**007**  
APRIL



**MEGA DRIVE**

**DOMARK**

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# **BIG** prizes to be **won on the MegaTech Megalines!**

We're giving away more prizes than you could safely shake a joystick at, and as if that wasn't enough, there's a helpline



**packed  
with cheats for all the**

**latest games. All you have to do is dial the  
relevant number and listen to the instructions.**

**It couldn't be easier, so get on the blower - NOW!**

## **WIN A MEGA-CD**

**On line one** we're giving away a Mega-CD, the add-on that's set to revolutionise the world of Megadrive games. Just one CD can hold 660 times the data of a normal 8-megabit cartridge. That means more graphics, more sound and more game for your money. The Mega-CD's 16-bit processor runs alongside the one in the Megadrive, allowing extra graphic effects such as sprite scaling, rotation and arcade quality 8-channel PCM sound. And as if that wasn't enough, recorded music and speech can be incorporated directly into the game from the disc!

**0839 900 039**

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**On line two** you can win a top-of-the-range Phillips stereo monitor, which means you can connect your Megadrive via its SCART socket for stunning graphics and sound. No more being dragged from the TV just as you're about to reach a high score.

**0839 900 040**

## **WIN £200's WORTH OF SOFTWARE!**

**On line three** you can win 200 sovs worth of the latest cartridges. Not any old games though, you get choose what cartridges make up your prize. All you have to do is answer three simple games-related questions. What are you waiting for? Get dialling!

**0839 900 041**

## **THE HYPER TECHNIQUE LINE!**

Gone through all the cheats in this issue? Well, try taking a look at those we'll be printing next month. On this line you'll find a smattering of tips and cheats straight from the pages of the next Technique Zone. Keep one step ahead of your friends and call this line now!

**0839 900 042**



Calls are charged at 36p per minute (cheap rate), and 48p per minute (at all other times). If you're under 18, please make sure you OK things with whoever pays the 'phone bill before you call! Cost of call should not exceed £2.

Closing Date for calls: 20th day of the month preceding the cover date of this magazine.





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PUBLICATION

THANKS THIS MONTH TO  
THAT'Z ENTERTAINMENT  
(0705 736663)  
FOR THE LOAN OF  
THE WOLF CHILD  
CUSSED IN THE  
REVIEW.

MEAN MACHINES FOR  
THE LOAN OF  
THEIR DESIGNER.  
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GUYS.

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# editorial

## I FEEL LIKE A NEW MAG



Exciting things are afoot, dear readers. Here we stand on the edge of a new age in Megadrive entertainment, heralded by two momentous events.

On April 3rd Sega finally releases the official version of the Mega-CD, the Megadrive add-on which is the first step into bringing a new form of video game entertainment into our homes.

I must admit, when I first saw the Mega-CD last year I wasn't so sure. The brave souls who paid £400 for an imported Japanese unit last year must have been somewhat cheesed-off to find that the only games they could play were platform games and shoot 'em ups which the Megadrive could've handled on cartridge. Now, having seen the official CD games with their spoken soundtracks and full-motion video action, I'm sure that Mega-CD is going to make quite an impact on Megadrive players. Now you really CAN feel like you're part of the game! And the best part of it is that this is just the beginning. In a year's time, well, who knows what sort of games we'll be playing!

As if that wasn't enough, on April 23rd we'll be launching the new MegaTech. Yep, from issue 17 MegaTech will be bigger and better than ever before with more of the information you want to read about the Megadrive and Mega-CD. Believe me, with a copy of MegaTech you won't need to read any other magazine. Well, maybe it'd still be worth getting the Radio Times or something because we won't be featuring TV listings... or gardening hints... or, er, quick and easy recipes for single people. So, anyway, watch out for it with the new logo and a smart free gift on the front cover!

See yers all next time,

**Paul Glancey.**



**It's** obviously true what the papers say. Video games do have a bizarre and not altogether healthy effect on the player as these photographs prove. After prolonged exposure to Kriss Kross: Make My Video, the MegaTech team became tragically... tragic. Like everything else in the world, this is all Tom's fault, Tom who was so profoundly effected that he has even started wearing his trousers backwards and now won't stop saying things like 'Sorry I'm late for work, but at least ah'm a lovable, huggable kinda guy, boyeeeee!' and 'Sorry I'm late for work, but the Northern Line was just totally crossed out!'. As the person responsible for his behaviour Paul would like to say he regrets any harmful effect this gross sadness might have had on our beloved readers. He also says he regrets wearing the hat.

**NEXT:** Playing Sega's X-Men conversion results in Paul getting a wheelchair, while the rest of the MegaTech team develop superhuman powers and embark on a crusade against criminals who operate above the law.



# gus says...

**"vinny beat  
the c!\*&?  
out of me...  
but he  
didn't  
get my  
fizzin'  
super  
kick off!!"**

**ANCO**

**U.S. GOLD**

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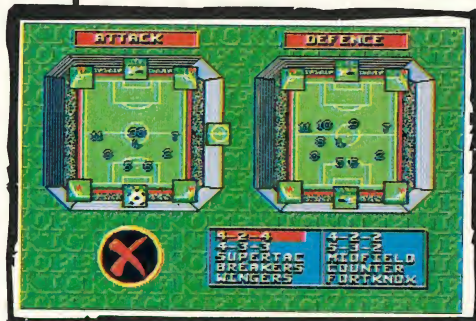


**"Yo!...Gus...here!  
Attention all gamers, the  
waiting is over - the most  
HAPPENING soccer game ever...  
is now out - Super Kick Off!  
Play head to head and whup all-  
comers...or take on any team  
in Europe and join the draw  
for cup competitions galore. You  
can foul, get sent off, powerblast  
penalties home - in fact, do  
just about anything  
you can do on a  
soccer pitch - apart  
from spit or kiss the  
striker! The speed is  
mesmerizing... use REAL  
ball control, spray pin-  
point passes around,  
dribble past defenders  
then... BAM...! let go a  
screaming swerve shot  
into the top corner."**

**"Super Kick Off...  
Check it out...  
Buy it...  
It's WELL SORTED..."**

Also available on:

**GAME GEAR™  
Master System™**



Screen shots from Mega Drive version.

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**to be this good takes ... AGES**





# NEWS!

NEWS



## BACK TO THE FUTURE

Remember those LaserDisc devices that appeared during the mid-eighties only to vanish into the Tomorrow's World twilight zone. Well, obviously us Brits don't know a good thing when we see one, because it seems that the rest of the world is still just as hot on the machine as ever. In Japan, LaserDisc is as popular as VHS video is over here, due to the higher quality of visuals and sonics that the machine provides, and realising the potential of this medium, Sega of Japan have brought out a Megadrive add-on to be used in conjunction with Pioneer's LaserActive Disc player.



Basically, the LaserActive has a special access port into which the specially constructed, compact Megadrive unit locks-in. This unit not only plays cartridges like a normal Megadrive, but also has access to the Laser Disc system allowing Mega-CD games to be played through it. The Laser Disc machine is able to take normal 12cm CDs, CDV (music CDs with video tracks on them), 20cm and 30cm LaserDiscs. However, it seems that through this new hybrid device, special LD-ROM games, constructed to work in conjunction with the Megadrive unit, will be designed. These Mega-LD games will not only have access to the larger storage capacity of the LaserDisc, but also benefit from the far superior picture resolution and sound properties that LaserDisc has over standard CD. Also, because the Megadrive unit is removable, the LaserActive will be able to take a special PC Engine unit which can play PC-Engine, PC-Engine CD and LD-ROM games. Plus, in true Japanese style, there is a Karaoke add-on for any budding crooners.

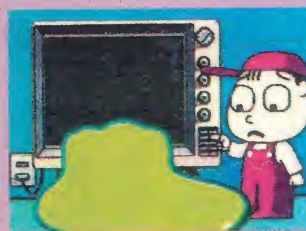
Although at present it's unlikely that we'll see the machine on these shores, the recent upsurge of popularity in the LaserDisc coupled with the official release of the Mega-CD means that it may be a glimpse of things to come.

## KISS MY AXE!



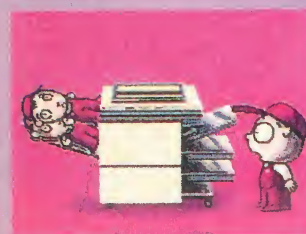
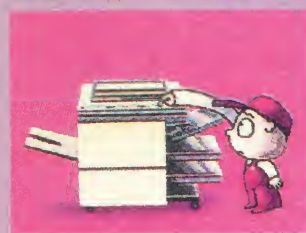
Just released in Japan is the third of Sega's long running Golden Axe saga. Following the age-old hack and slay format of its predecessors, Golden Axe 3 sees that loveable threesome, the Barbarian, Amazon and Dwarf, back in their fighting loins as they once more battle against the minions of the evil Death Adder across deserts, mountains and even atop the wings of a giant bird. Skeletons, fat boys, dragons, they've all returned for the fight and

there's plenty of ridiculously over the top magic available to liven up the party. Graphically it looks great, but there doesn't seem to be anything new to the game. Nonetheless, look for a full review in a future issue of MegaTech.



## IT'S TIME TO SWITCH

Soon to be released on Mega-CD in Japan is a somewhat bizarre game known as Switch. Featuring cartoon-style animation, Switch follows the adventures of a number of cute little cartoon characters as they attempt to overcome various everyday problems. Depending on which decisions are made, all manner of slapstick catastrophes can occur. Hairdryers can blow up in their owner's faces, photocopiers can duplicate people and whole cities can be levelled. It looks most amusing, which is hardly surprising as Sega have built in what they call Gagamation. Switch is currently scheduled for a late April release in Japan and we'll definitely give you more news on this one when we get it.







# X-RATED CLUTCH ACTION!



Just as this issue went to press, two games arrived in the office from Sega themselves. The first one, X-Men is basically a conversion of the famed X-Men coin-op. The coin-op was a standard horizontally-scrolling beat 'em up with the novel twist of having a screen made up of three linked monitors. The second of the pair, Double Clutch is a plan-view racing game, similar in style to Micro Machines. We'll give these two the full review treatment next month.

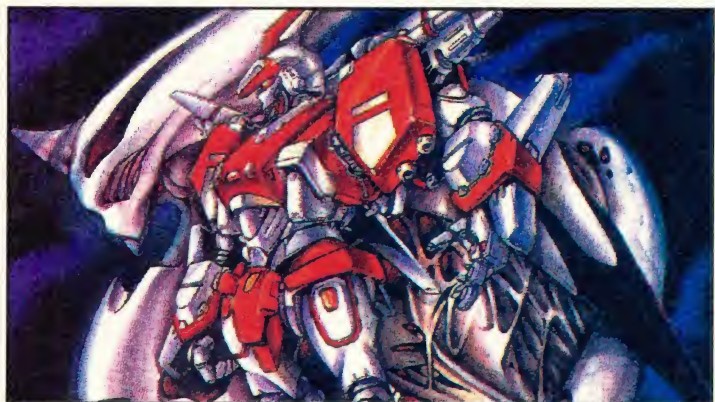
# THIS TIME IT'S WAR!



Among the many recent Mega-CD releases over in the Land Of the Rising Sun is a highly involved strategy game, The 3rd World War. Allowing you to take control of any nation, the aim of the game is simply to rule the world and destroy any opposition. Control of the globe is displayed via a colour-coded world map, however, for that more detailed ground assault the game takes on the

form of a Sim City-style game in which you're able to lay down roads and railway lines and even create factories to build your foul weapons of war. Whether it'll be too complex to play due to the Japanese text will be something we'll find out when we get our hands on it. Watch the skies for this one.

# OH SHOOT!



Released last month in Japan was a Mega-CD shoot 'em up called Devastator. Programmed by Wolf Team, the people behind Heavy Nova and Black Hole Assault, it looks vaguely similar to Konami's excellent Super Probotector game, with the hero of the game taking the form of a gun toting robot. The game seems to be split between platform-related shooting action and sky-born horizontally scrolling destruction.

Similar in style to Devastator is an 8 Meg game also released in the Land of the Rising Sun this month. Its name roughly translates from the Japanese as X-Ranza and with the main sprite taking the form of a flying robot, it's horizontally scrolling shoot 'em up action ahoy again. We'll give you the full lowdown on both these games as soon as we get our hands on them.

# BOB A JOB



Coming to a Megadrive near you soon is Bob, the coolest alien android in the universe. Harking from the stables of trusty programming house, Electronic Arts, The Adventures Of Bob is a platform adventure designed by Chris Gray, who veteran players will remember as the co-creator of that C64 and Atari classic, Boulderdash. In this game the aforementioned Bob has

to battle against all manner of nasties in his attempt to make a hot date with his sweet heart. A neat feature of the game are the intelligent enemies who can be scared away without confrontation. Should these baddies be unnecessarily killed, the bosses at the end of the level will treat Bob far more harshly than if he'd just let them go. Presently scheduled for a late June release, Bob will be given the full MegaTech probing when we get hold of him.

# VIRGIN BIRTH

With the Mega-CD well and truly landed here in good old blighty, many software houses are preparing to release their CD games onto the nation and among the many is Virgin Games. The first of their planned releases are Mega-CD adaptations of Arnold Schwarzenegger's latest action movie, The Last Action Hero and aging cult movie, Dune. Not much is known about exactly what form the games will take, but they will no doubt feature plenty of footage from the movies. We'll keep our ears to the ground for these two.

# BORN AGAIN

Can you feel the buzz in the air? Or smell that strange odour like brimstone? It is the work of the Old Gods. They have worked their ancient magic on the magnificent tome that is MegaTech and the results are going to be incredible. New, exciting, erotic things are about to happen to your favourite Megadrive magazine. Terrible, forbidden things. Even as you read this, the MegaTech crew have entered their cocoons for the final pupation stage. For more information on this fiery rebirth turn to pages 74 and 75. But be warned, you may awake screaming on the midnight of April the 23rd. The future has taken root in the present, it is done.



# STARS IN YOUR EYES

From Spectra Video, fine purveyors of see-through Joypads, comes their latest naked offering, the MegaStar. With its industrial strength micro-switches, autofire and slow motion options, shock absorbant transparent casing and steel shaft control stick, the Megastar

is temptingly described as eight-directionable. Can you believe it? Retailing at £29.99, this could just be the joystick you've been looking for, especially if you want to see the intestines of the thing while you play.

# IN THE BAG



Having trouble lugging your Megadrive from one friend's house to another? Well, the Console Carrier from Silica Systems could be the answer. Described as a high quality, nylon holdall that offers 'protection and style for your console', the Console Carrier sports a wrap-around dual-zip fastener, a huge expandable outer pocket, large inner pocket, 3 small pockets for game cartridges, tough luggage stitching and quick release clips to remove the shoulder strap. Golly! Retailing at £14.99, the Console Carrier can be bought direct from Silica Systems. For more information, call 081-309 1111 and console carrying fun and frolics could be yours.

Also leaping onto the bag-wagon are Spectra-Video with their Multi-Case. Retailing at £16.99, it will hold your console and games and hang quite neatly from your shoulder, all thanks to it's handy shoulder strap. Also, unlike everything else from Spectra Video, it isn't see-through. Fancy that!



# **intradoin'... gus**

**the world's greatest gamer**

**favourite food: melted snickers**

**favourite pet: hedgehog!**

**favourite film: wayne's world**

**favourite sport: mountain biking**

**mission: to play the world's greatest games**

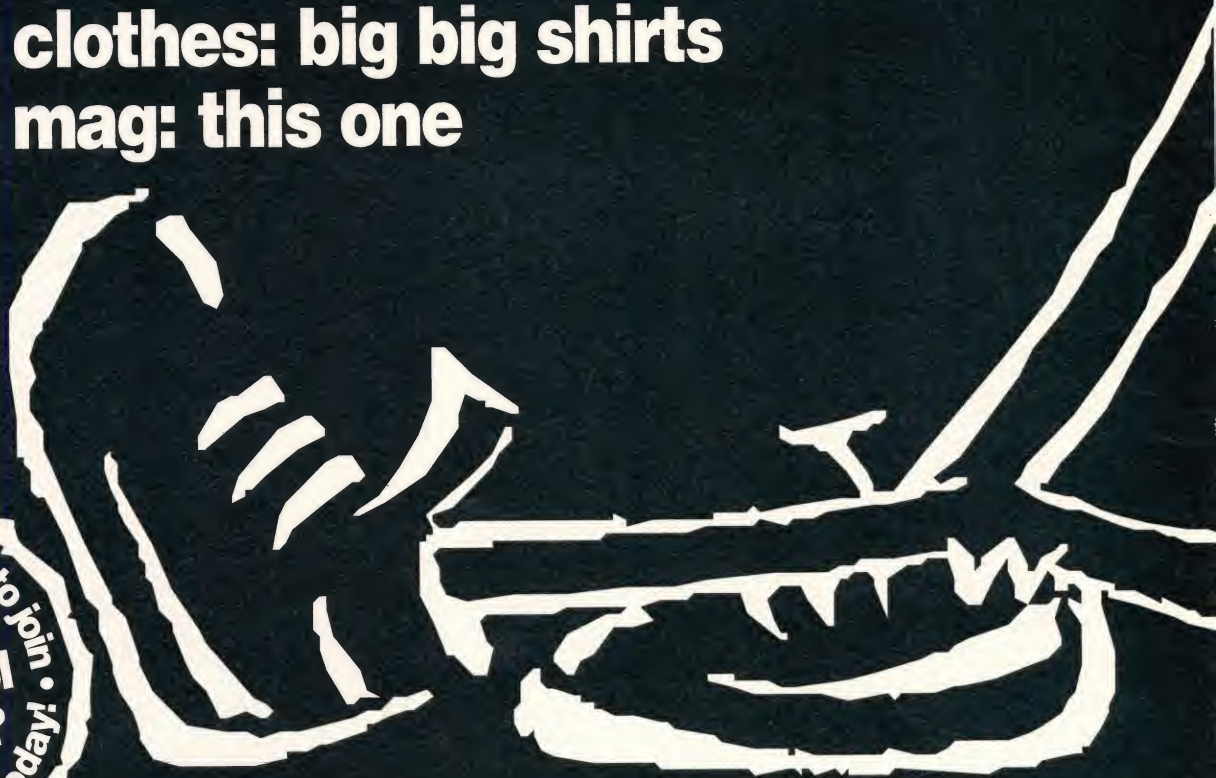
**hates: spiders and shakes (milk shakes)**

**favourite sounds: ugly kid joe**

**favourite computer game: super kick off**

**favourite clothes: big big shirts**

**favourite mag: this one**



**£1000 WORTH OF GUS**

**Just give us your ten personal choices for the above categories and send**

**console type owned to: Gus Cool Competition, U.S. Gold Ltd., D**

**The ten most original and humorous answers will win a**





## PRIZES TO BE WON!

them on a postcard along with details of your name, address, age and  
ept MT, Units 2/3 Holford Way, Holford, Birmingham B6 7AX.  
and there will also be a hundred consolation prizes.



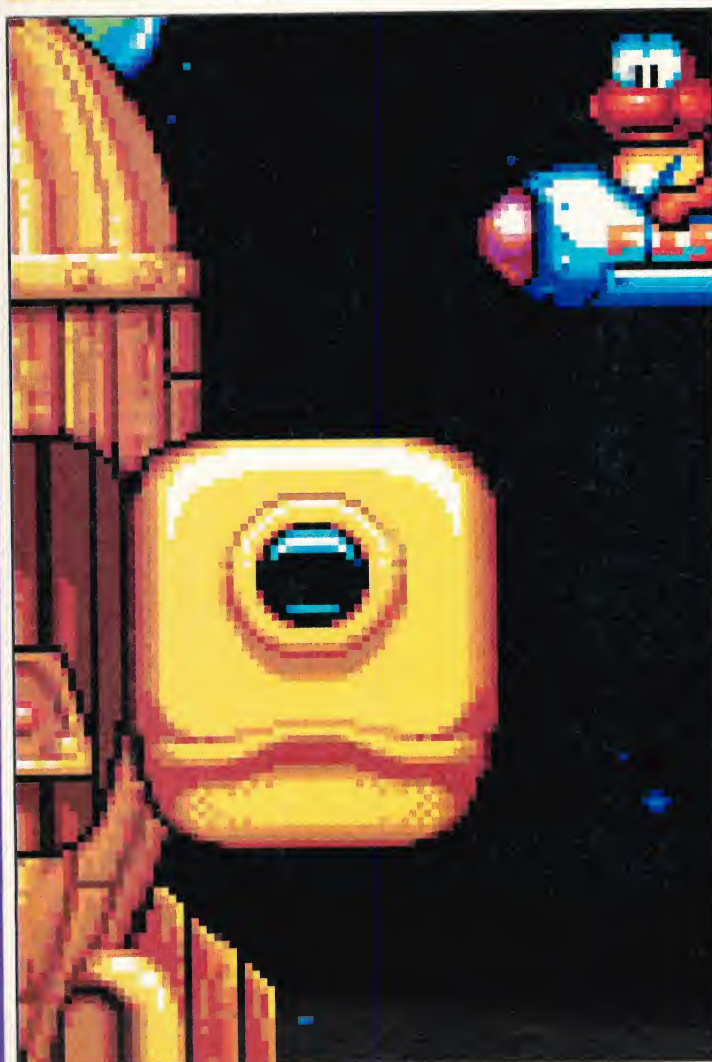


# THE CHARTS

## Special Reserve

Hi there Pop Pickers. Thanks to those helpful bods at Special Reserve Mail Order, we are able to bring you the top twenty chart of what's hot and what's not in the world of the Megadrive. So if you're looking for a new game, here's the definitive list of climbers and fallers.

|     |                        |                    |
|-----|------------------------|--------------------|
| 1.  | SONIC 2                | by SEGA            |
| 2.  | STREETS OF RAGE 2      | by SEGA            |
| 3.  | MICKY AND DONALD       | by SEGA            |
| 4.  | ECCO THE DOLPHIN       | by SEGA            |
| 5.  | JOHN MADDEN '93        | by ELECTRONIC ARTS |
| 6.  | ROAD RASH 2            | by ELECTRONIC ARTS |
| 7.  | DESERT STRIKE          | by ELECTRONIC ARTS |
| 8.  | WWF WRESTLEMANIA       | by FLYING EDGE     |
| 9.  | LEMMINGS               | by SEGA            |
| 10. | NHL PA '93 ICE HOCKEY  | by ELECTRONIC ARTS |
| 11. | EUROPEAN CLUB SOCCER   | by VIRGIN          |
| 12. | DONALD DUCK: QUACKSHOT | by SEGA            |
| 13. | SENNA SUPER MONACO GP  | by SEGA            |
| 14. | ROAD RASH              | by ELECTRONIC ARTS |
| 15. | THUNDERFORCE 4         | by SEGA            |
| 16. | LOTUS TURBO CHALLENGE  | by ELECTRONIC ARTS |
| 17. | DRAGONS FURY           | by TENGENT         |
| 18. | TERMINATOR 2           | by ACCLAIM         |
| 19. | STREETS OF RAGE        | by SEGA            |
| 20. | SPEEDBALL 2            | by VIRGIN          |



## HOT SHOTS, SPOT THE LOT!

Each and every month, we give you the chance to win the Electronic Arts game of your choice (well, except for last month and on one other occasion in our sordid past, but apart from those skeletons in our closet we've done all right). So, sticklers for tradition that we are, we're going to give you that chance once more. Ten EA games are up for grabs and if you want to win one, you're going to have to identify which game this shot is taken from. Send your answer together with your name and address on the back of a postcard to EA SPOT THE SHOT, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The ten lucky winners will be hung by their hair in the blazing sun until they are little more than shrunken shadows of their former selves. Actually, it's a lie. They'll just receive the EA game of their choice.

## SPOTTINGTON SHOTNESS

The answer to February's Spot The Shot was, of course, Mutant League Football and most certainly not John Madden Football or Powermonger as some of you poor misguided fools were led to believe. As with all things in life, MegaTech is cruel on losers, but kind to winners and here are the chosen ten. Andy Grosvenor of Worcester, Peter Holloway of Hanwell, Chris Rayment of Hemel Hempstead, John Waters of Norwich, Martin Mulhall of Athy, Dean Brunton of Fakenham, Robert Butcher of Biggin Hill, Adam Rayner of Thornton-Cleveleys, David Anderson of Upper Stratton and Michael Purcell of Chester-Le-Street.



MT 16  
STATUS:

PREVIEW

CYBORG JUSTICE

PUBLISHER  
SEGAPRICE  
£39.99FORMAT  
4 M-BIT ROMDEVELOPERS  
NOVOTRADERELEASE DATE  
APRIL 1993

▲ "OKAY, ROBOTS... THROW, TWO, THREE..."



▲ "AND FLEX, TWO, THREE... AND..."

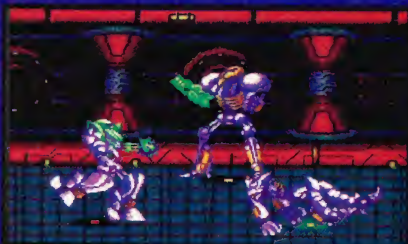


## CYBORG JUSTICE

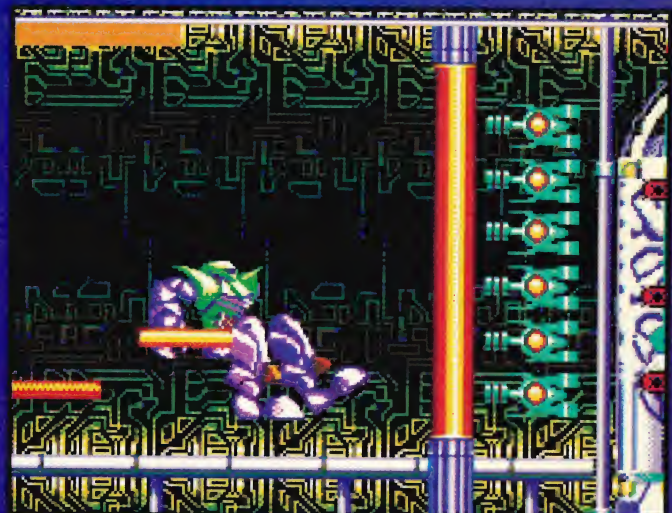
**I**magine crash landing your spaceship on an alien planet and awakening only to find that your body has been replaced by robot parts and your brain is about to be washed in preparation for your total integration into a mechanoid society. Well, soon you'll be able to play through this nightmare scenario, because it's the plotline behind the latest beat 'em up from Sega.

From the boffins behind Ecco the Dolphin comes Cyborg Justice, a futuristic Final Fight style beat 'em up that is about as different from the programmers' previous ecological extravaganza as you can get. The main game allows two players to battle against all manner of lethal robots in true horizontal scrolling beat 'em up style. However, there is also a duel mode, where you can construct your own custom robot and battle one-on-one against a human opponent.

Featuring an incredible amount of weaponry and moves, Cyborg Justice even allows you to rip body parts off your opponent and fit them onto yourself. In fact, once you've beaten your rival, you can even put them back together and duff them in all over again. The animation on the main sprites is just breathtaking and as for the gameplay... well, if you want to find out all about that, you'll just have to read the full review in next month's MegaTech, won't you?



▲ ROBO MAYHEM A-GOGO.







MT 16  
STATUS:  
**PREVIEW**

**ANDRE AGASSI'S  
TENNIS**

**PUBLISHER  
TECMAGIK**

**PRICE  
£39.99**

**FORMAT  
4 M-BIT ROM**

**DEVELOPERS  
IN-HOUSE**

**RELEASE DATE  
JUNE 1993**

# ANDRE AGASSI'S TENNIS

**W**ell, we've finally said goodbye to the dark days of Winter - Spring's finally here and a young man's thoughts turn to... tennis? Well, if Tecmagik have anything to do with it, they will - just in time for the Wimbledon fortnight, they'll be releasing Andre Agassi Tennis (nice timing, boys). Yes, the long-haired, headband-wearing, racquet-wielding glamour boy has agreed to put his name to a Megadrive game so that we can all enjoy the pleasures of pumping our balls close to the baseline and drinking loads of Robinson's Barley Water without going to the toilet. You can choose from four different playing surfaces:

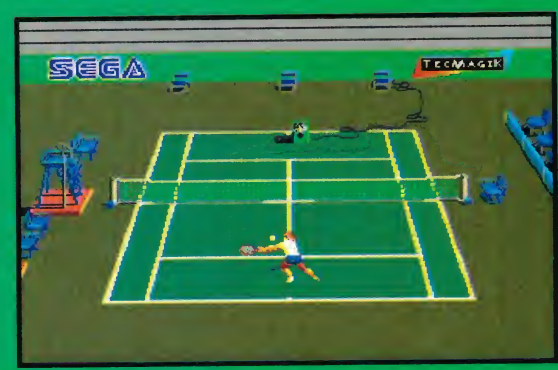


grass, clay, hardcourt or America indoor and take charge of eight different players, each with their own individual abilities and strategies (it says here). There's also a special practice section with one of those mental machines which fires tennis balls at you like a machine gun. But the most unusual feature is the 'Skins' feature, never seen in a tennis game before. In fact, this is based on the way Agassi used to make himself some extra cash when he was playing around the tennis courts of Las Vegas, before he became a major star. He used to bet on his own ability to win a point, with the stake doubling each time the ball was returned over the net. So the longer the rally, the higher the stakes you're playing for become. Sounds pretty exciting, eh?

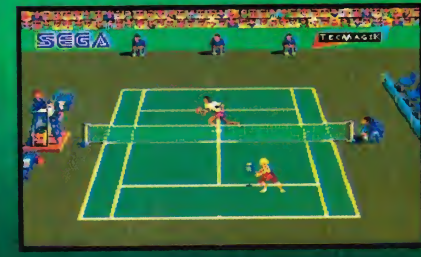
Will it be the best thing served to us all year or what? Tune in next month and find out.



▲ "HEY, THAT'S THE BEST THING I'VE HAD SERVED TO ME ALL DAY!"



▲ "WATCH MY 'JUGGLING A BALL ON MY BICEP' TRICK!"



▲ "WHERE'S THE BARLEY WATER?"

▲ "AND THE STRAWBERRIES AND CREAM?"

▲ "YEAH, LET'S GO AND GET 'EM!"



---

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**WOOLWORTHS**

FOR VALUE, IT'S RIGHT UP YOUR STREET.





# SPOT

## THE COOL DUDE

MT 16  
STATUS:  
**PREVIEW**

**SPOT THE COOL  
DUDE**

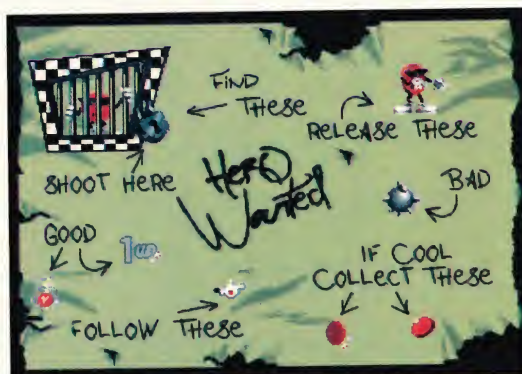
**PUBLISHER  
VIRGIN GAMES**

**PRICE  
£TBA**

**FORMAT  
8M-BIT ROM**

**RELEASE  
JUNE 1993**

**DEVELOPERS  
VIRGIN IN-HOUSE**



▲ THE INSTRUCTIONS SCREEN - SIMPLE, EH?



▲ ANOTHER SPOT SAVED!



▲ OOPS! CAPTURED IN A BUBBLE!

The trouble with video games is that all software houses come up with are shoot 'em ups and beat 'em ups, when of course what players really want is a fizz 'em up.

Whether you agree with that sentence or not, it at least got the preview started. While it's good to have games with unusual concepts appearing on the Megadrive it presents a problem for your average jaded previewer who has to come up with something to say about it. Okay then, let's start with the plot.

Apparently, the evil Wild Wicked Willy, in a bid for world spot domination has kidnapped eleven mates of Spot (the spot, and the cool dude of the title) and locked them up in eleven locations which would strike terror into the heart of even the bravest circular rescuer.

Our Spot, though, is quite an extraordinary... er... spot... being equipped with high-powered, springy legs and arms and sunglasses (which aren't high-powered and springy but do supply the coolness for which he is so famous) allowing him to jump around all the platforms and hazards which stand in his way. To get his tiddlywink-esque pals free, Spot has to collect a certain number of the inanimate spots which are lying around before a time limit runs out. Once his pockets are full he can follow the arrows to the caged hostage, release him (or her - it's difficult to tell the sex of spots) and move on to the next level.

What's that you say? 'But this sounds like a platform game! Where does the fizz 'em up bit come into it?' Well, it is a platform game really, but Spot does have something else up his sleeve, namely his ability to shoot fizzy squirts of bubbles at his adversaries, thus knocking them out of the game for good.





▲ MIND YOU DON'T CATCH A CRAB, SPOT!



▲ THAT'S THE POWER OF FIZZ IN ACTION.

Now you're probably also wondering where the connection between spots and fizziness comes from. Well, in the USA where the license for this game was set up, Spot is the promotional character for 7-Up and over there it'll be released as a 7-Up game. Of course, in good old Blighty, Fido Dido does the 7-Up ads so it wouldn't have made sense to keep up the 7-Up connection over here. Hence, Spot is just a cool but fizzy dude, and all references to 7-Up have been stricken from the game. Crazy world, eh?

Anyway, when Virgin came to see us, the thing that got your MegaTech previewers ooh-ing were Spot's graphics which are super smart. Simple circular being he may be, but the animators at Virgin Games USA have gifted Spot with 250 animation frames, allowing him to strut around the scenery to the funky background vibes with excellent style. The graphics on the eleven different levels are equally impressive, ranging from the beach, to smart bathroom scenes, to colourful toy shelves.

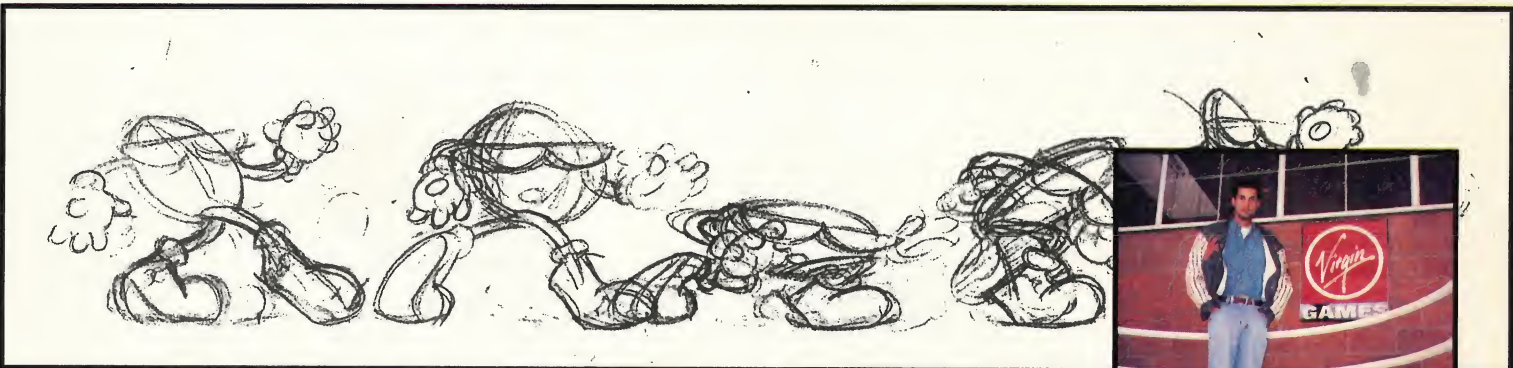
We'll be reviewing this one in the all-new MegaTech of next month, so if you want the full low-down on the gameplay join us then.



▲ GET THE SPOT, BUT DODGE THE MANIC MINER!



▲ "DANGER! DANGER, WILL ROBINSON!"



▲ THESE ROUGH SPOT DRAWINGS (AND ALMOST 250 MORE) BECAME THE ANIMATION FRAMES IN THE GAME.



▲ A MEGA-SLIDEY LEVELS, COMPLETE WITH SLINKY!

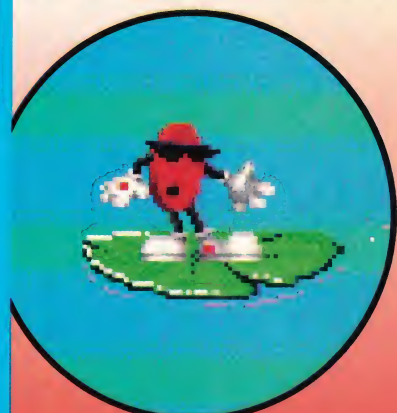


▲ SPOT UNLEASHES FIZZ POWER AND THE SPARKS FLY!

## SPOT THE PROGRAMMER

Spot programmer David Perry (pictured on the right) is one of that sort which seem to be the hard core of the video games business. He started programming on his Sinclair ZX81 in his bedroom back when he was knee-high to a grasshopper and now, several dozen successful games later, he's one of the most sought-after programmers in the industry.

Of course, at the moment he's currently signed to Virgin, for whom Spot is his second game. His previous assignment was Mick and Mack: Global Gladiators (reviewed in MT 15), a platform game with excellent graphics and sound, just like Cool Spot. Before that he worked for just about every developer you could think of. Mikro-Gen, Sega, Elite, Encore, US Gold, Ocean, Infogrames, Mirrorsoft, Digital Integration, Disney, Mindscape and Firebird have all had the benefit of his talents, but after all those years of working on Spectrums, Amstrads and so on, he is definitely a Sega man these days, his favourite machine being the Megadrive and his favourite games being Ecco the Dolphin and Super Monaco GP.







MT 16  
STATUS:  
**PREVIEW**

**TINY TOONS**

**PUBLISHER  
KONAMI**

**PRICE  
TBA**

**FORMAT  
8 M-BIT ROM**

**DEVELOPERS  
IN-HOUSE**

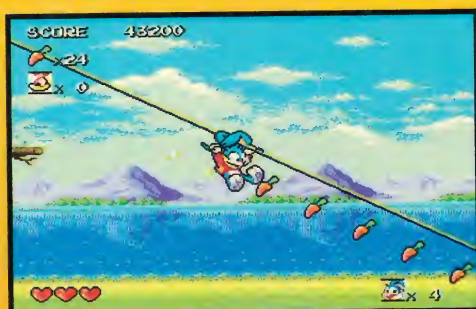
**RELEASE DATE  
MAY 1993**

# TINY TOONS

**N**ot ones to rest on their laurels, Konami are set to follow up their first wave of Megadrive games (Turtles and Sunset Riders, reviewed in this issue) with the release of Tiny Toons Adventures, a completely original version of their hugely successful Nintendo title.

It's rabbit season once more as Buster Bunny, nephew to the legendary Loony Tooner, Bugs Bunny, has to avoid the wiles of the evil Montana Max and Dr Gene Splicer. In true cartoon conversion style this means taking Buster on a hazard-filled journey through over 20 frenetic levels of platform-related action as he runs, jumps, swings, slides and even swims his way across Toon World in an attempt to rescue his brainwashed pals, Dizzy Devil, Calamity Coyote and Plucky Duck from a fate worse than being crushed by a twenty-ton anvil.

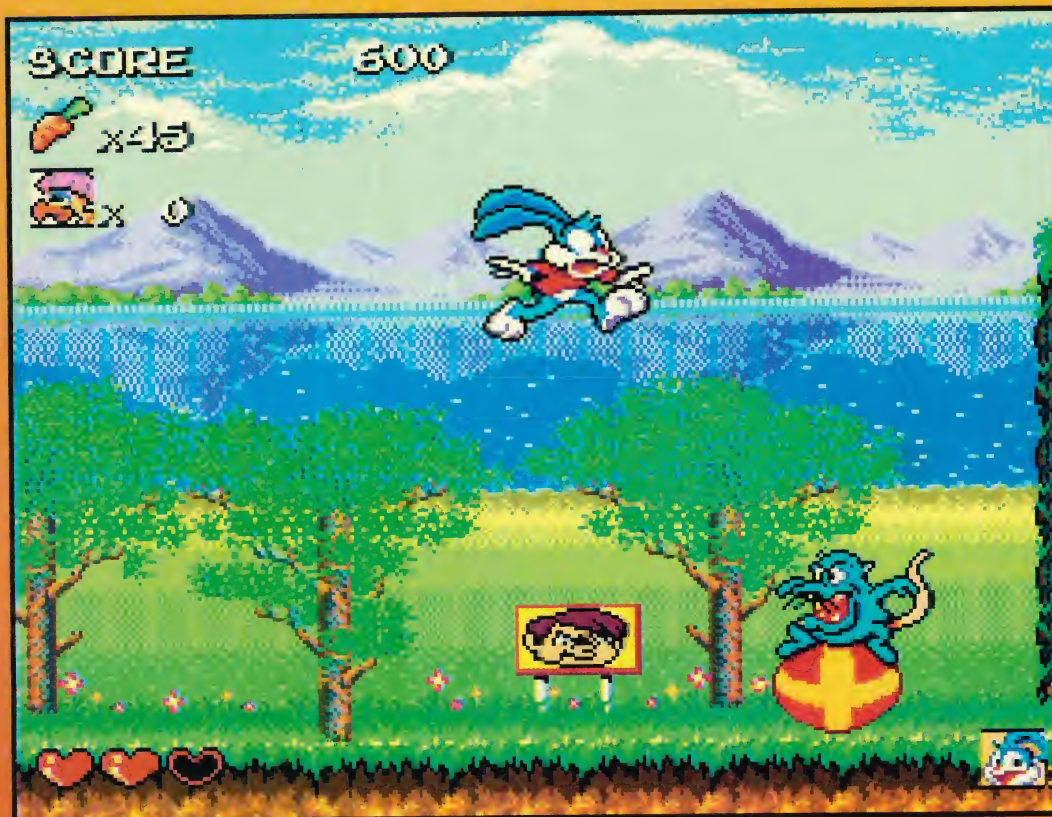
With some of the most incredible visuals and sonics ever seen on Sega's 16-bit console, Tiny Toons could be the Megadrive platform game of 1993. Only by reading next month's MegaTech review will you find out for sure. Until then, that's all folks!



▲ BUSTER 'BURNT EARS' BUNNY ON THE SLIDE.



▲ AND ABOUT TO ESCAPE TO THE NEXT LEVEL.



▲ BUSTER LEAPS OVER A PIC OF MONTANA MAX AND A RAT ON A SPACEHOPPER. WELL, WHY NOT?



▲ THUCKERIN' THUCKERTASH!



▲ CARROT-CRUNCHING FUN.



▲ UH-OH, IT'S DR. JEAN SPLICER!



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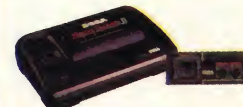
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# WELCOME to the next level. WELCOME to the Mega-CD.



On April 3rd, Sega's Mega-CD  
 ★★★★★★★★★★★★★★★★★★  
 will finally be officially released in  
 ★★★★★★★★★★★★★★★★★★  
 Britain and the rest of Europe.  
 ★★★★★★★★★★★★★★★★★★  
 After over a year of waiting for a  
 ★★★★★★★★★★★★★★★★★★  
 Mega-CD game he could actually  
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# WELCOME to the next level. WELCOME to the Mega-CD.

**Dear MegaTech,**

**I think your mag is great, but please can you answer these questions.**

**1) When's the Mega-CD coming out?**

**2) How much is it going to be?**

**3)...**

**24) And finally, when is Streetfighter II coming out on the Megadrive?**

**Yours sincerely, Tommy Cox's-Orange-Pippin, Somerset**

**PS My T-shirt size is M.**

If I had a penny for every time I'd been confronted with a letter like Tommy's I'd be able to buy one Mars bar and a can of Coke for every member of the MegaTech team for a whole week.

As you may well know, the Mega-CD is a potentially powerful add-on for the Megadrive which has been causing a semi-stir since it came out in Japan over a year ago. It was supposed to bring new features to games which would really make the player feel like they were at the controls of their space ship or really surrounded by slavering orcs, but it has to be said that in a year not many programmers have come up with a game which uses the Mega-CD's power to actually do that.

Now, though, Sega are satisfied that they've got game production up to speed and they have enough good titles ready to let British gamers get their hands on the Mega-CD. April 3rd is the release date. The price is £269.99. Now, any other questions? Yes, sir, you at the back? With the cowboy hat?

## WHAT IS CD-ROM?

'Ah!' as the Games Master would say, 'That old chestnut'. CD-ROM stands for Compact Disc Read Only Memory, and what THAT means is basically a method of storing computer data (such as games) on a compact disc. Yes, a compact disc. Like the ones you've got stacked in that precarious-looking pile on the living room floor next to the hi-fi.

The thing about these CDs is that they're like gigantic versions of the floppy diskettes used in computers except for the facts that: (a) the information on them is much more tightly packed so that one CD can hold over 500 times as much stuff as a standard floppy disk. (b) they're not over 500 times as big. So they're not gigantic versions of floppy diskettes in that respect.

All CDs store information in the same way, as circular tracks of little pits which are scanned by a laser then turned into the sort of on-off signals that computers understand. It's just that the computer inside your standard CD player translates the pits on audio CDs into high-quality sound and the pits on a CD-ROM disc are translated into a computer program. Excited yet?

## WHY SHOULD I BE EXCITED?

Oh, you innocent thing, you. The games you've been playing on your Megadrive to date have been on plug-in cartridges, correct?



Inside these cartridges are a bunch of memory chips which contain the program that tells the Megadrive how to make the game work. Simpler games with less levels and maybe cruder graphics and sounds take up 4 megabits of space on the memory chips, better ones take up 8 megabits and the best ones (which are the most expensive) occupy 12 or even 16 megabits.

A Mega-CD disc could hold a 40,000 megabit game. Excited now?

## IT CAN'T BE THAT GOOD, CAN IT?

We-e-e-ll, no, not actually, I was just engaging your enthusiasm. But, hey, would I lie to you? There IS at least 40,000 megabits-worth of space on a Mega-CD disc. The trouble is it would take a few centuries for a team of programmers and designers to put together a 40,000 megabit game.

## TECHNICAL SPECIFICATIONS MADE EASY

Don't think I'm trying to baffle you with jargon here. It's just that a lot of people like to know things like how many times the Digital to Analogue Converter oversamples. Anyway, for those who wouldn't know a CPU from a Signal to Noise ratio, I provide a sort of explanation.

### CENTRAL PROCESSING UNIT

Motorola 68000, running at 12 MHz

The CPU is the chip that runs the show by ensuring that the right information is fed into the Megadrive so that it can run the game, display the graphics, handle the player's input and so on. This is a 16-bit processor, like the Megadrive's, but, for all you confused would-be techies out there, this DOESN'T mean the two combine to create a 32-bit machine.

### GRAPHICS PROCESSOR

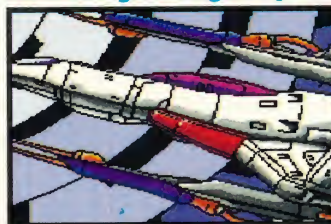
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This is a specially designed bit of hardware that interprets how





Switch on and watch the hardware go through its paces.



CD's can store vast cartoon game intros with stereo sound.



Full-motion video is perfect for character-driven games.



Sony's Night Trap contains more than an hour of FMV.



The Jimi Hendrix Experience brought up to date on CD+G.

What it does mean is that games which are much larger than 16 megabits are now possible. So what happens to the other 39,984 megabits? The rest of the space on the disc is perfect for storing things like data for a vast number of level layouts, graphics and audio soundtracks of standard CD quality.

## SO HOW DOES THE MEGA-CD WORK?

Like I said, it's like some kind of gigantic disk drive which plugs into your Megadrive and sits underneath it. Instead of slotting in a cartridge, you put your game disc in the Mega-CD and it transfers the program on the disc, piece by piece, into the Megadrive.

So, if you finish the fifth level of a game, say, the Megadrive instructs the Mega-CD to find the information on the disc that describes level six and load it in. Then the game continues.

## CAN YOU SAVE GAME POSITIONS ON THE DISCS LIKE YOU CAN WITH AN AMIGA?

The Mega-CD can only read from the CD, not write data onto it. However, Mega-CD titles can have a save game feature because the CD unit itself has a sizeable battery-backed memory chip inside it which works like the battery-backed memory in, say, the John Madden '93 cartridge. You can even access this memory on the Mega-CD's options screen to see which games you've got stored in there, and erase them if you like.

This does mean, though, that if you wanted to impress your Mega-CD-owning mate with how far you'd got on Prince of Persia you'd have to take your own Mega-CD (which contained the saved game data) around to his house. However, Sega are releasing a cheap memory cartridge which would take the form of a load of empty memory chips with a battery attached. All you would need to do is plug it into the Megadrive's cartridge slot and use the options screen to transfer saved positions from the Mega-CD's memory to the cartridge or vice versa.

the info on the disc is turned into a steady stream of moving images on the screen. Particularly handy for dealing with all that full-motion video stuff.

### RAM

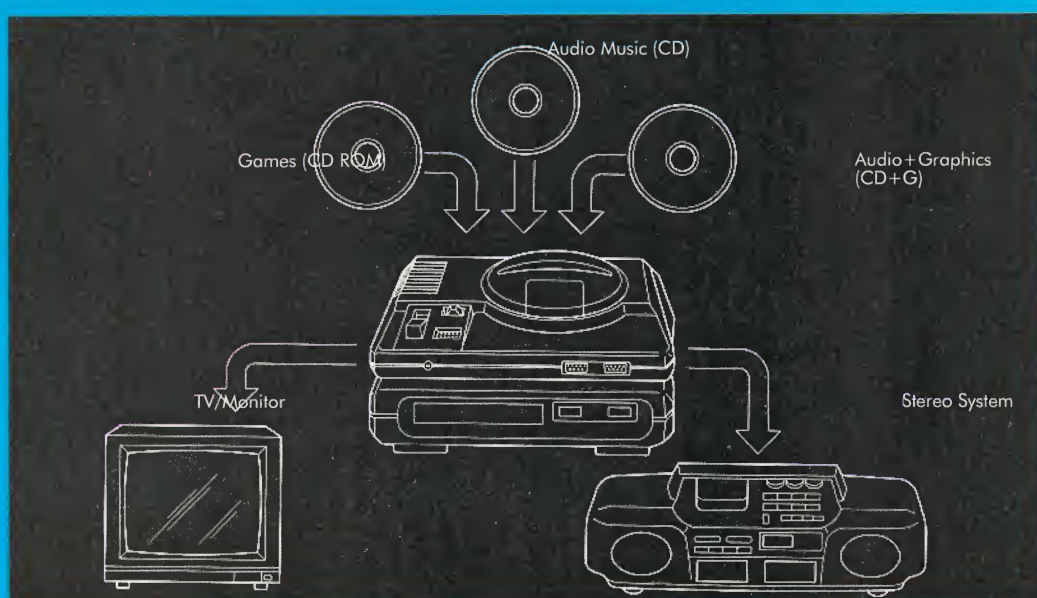
6 megabit (program, picture and sound data)  
128 kilobits (CD-ROM data cache memory)  
512 kilobits (PCM waveform memory)  
64 kilobits (backup memory)

The Mega-CD can read information off the CD and temporarily store it in its own memory until its processor or the Megadrive's processor decides it needs it. Then it can access the data instantaneously and you don't have to hang around waiting for the disc to spin a couple of dozen times. The backup memory is where the Mega-CD stores saved games (like the battery save in some cartridges) and PCM waveform memory is where the Mega-CD generates those high-quality sound effects (better than the Megadrive's!).

### BOOT ROM

1 megabit (CD game BIOS, CD player software, CD+G player software)

This is the permanent bit of the memory where all the programs which get the machine going are kept (the whizzy intro, the CD-player screens, that sort of thing).





## CAN'T IT DO SOMETHING AMAZING THAT THE MEGADRIVE CAN'T DO ON ITS OWN?

Yep. Inside the Mega-CD there are a few new graphics and audio features which the Megadrive can call upon to enhance the way a game looks and sounds.

Scaling and rotation are a couple of graphics tricks allowing the Megadrive to take a sprite and instantly shrink it down or blow it up to any size, and then spin it to any angle or even flip it into three dimensions.

These make the potential for 3D games enormous. For example, when you're playing a driving game on the Megadrive the feeling of 3D is created by having tree sprites or whatever apparently zooming out of the screen towards you. Normally this is done by the programming team designing maybe five or six versions of the same tree, all at different sizes, then when the game needs to show you a tree in the distance it picks the smallest one, and flips through progressively larger ones to give the impression of it coming closer. The trouble with this is, to have six versions of every sprite takes up a lot of memory and it doesn't always give a smooth 3D effect. Using the Mega-CD's sprite scaling trick there only needs to be one design for that particular tree and the size at which that design appears on the screen can be adjusted very finely resulting in a very smooth effect.

The other gadget the Mega-CD has inside it is a new sound chip. You might have thought the Megadrive's own sound hardware was good enough but it worked by a method known as Frequency Modulation (FM) which was hot stuff about ten years ago but has since been outclassed by the much more versatile Pulse Code Modulation (PCM). The Mega-CD's PCM sound chip can produce a wider range of sounds which means you can have a more realistic guitar solo or screaming monster.

Oh, and then there's Full Motion Video...

## WHAT IS FULL-MOTION VIDEO?

Good question. Now I know what you're thinking. You're thinking, 'Blimey it's like a super-high quality laser disc player or something.' Well, if you were, I'm sorry but it's not.

Mega-CD Full-Motion Video (FMV) is almost as good as it sounds, but not quite. A CD, you'll recall, has over 40,000 megabits of storage space on it, which is a lot of space for a program to fill, but nowhere near enough for high definition or even VHS-quality video. However, one of the great features of some Mega-CD games (particularly those programmed in the USA) is that the action throughout the game is portrayed, not by sprites, but by real actors with real voices, on what are obviously real sets. This is done by filming the action and digitising the footage, frame by frame, into a form that the Megadrive can cope with. That data is then put on the CD and



Full-motion video brings the ship-to-ship communications in *Sewer Shark* to life.



*Make My Video* gives the player snatches of film to splice together to make a full three-minute pop promo.

while the game is playing the Megadrive is reading the pictures off the disc, frame by frame, and playing them on the screen with the relevant sounds.

Unfortunately, the Megadrive isn't quite geared-up to handle full-screen, super-smooth, super-crisp video, nor does a single CD have the space to store it in any sizeable quantity. The compromise that has been reached is that (generally) full-motion video sequences are restricted to about one-third of the screen area, are quite grainy and are played at 14 frames per second. If this sounds bad, it is... when you first see it. The games which make best use of it are those in which the player is drawn into a plot and where the characters in that plot need to be very strongly portrayed. The addition of high-quality speech makes for a new level of interaction which home video games haven't been capable of until now.

Sega are chucking a lot of money at this technique, and have set up their own film studios in California where new Mega-CD games can be put together. In the future you can expect to see Mega-CD versions of laser disc arcade games such as *Mad Dog McCree* and *Who Shot Johnny Rock*, as well as a game of *Star Trek: The Next Generation* which will feature all the actors from the show (except, possibly the bloke who plays Data who,

### SOUND CIRCUITRY

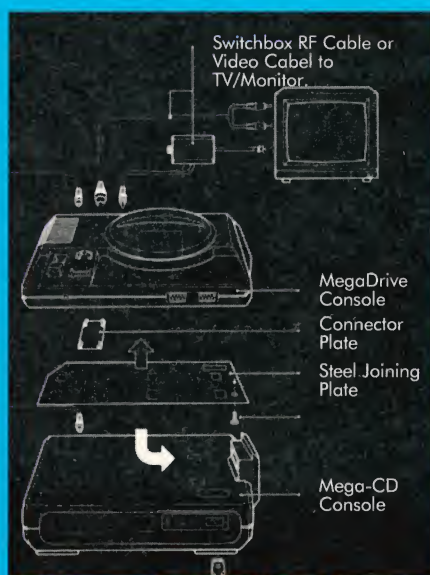
PCM sound source: stereo, 8 channels, sampling wave length 32 KHz maximum  
16 bit D/A converter: 8x internal over-sampling digital filter, PCM and CD sound mixing, mixing with mixing terminal possible

PCM stands for Pulse Code Modulation, which is a pretty sharp method by which computers synthesise sounds. The Megadrive's sound came to you via the aging miracle of FM (or Frequency Modulation) which was good, but doesn't have the versatility of PCM. Eight channels of that means it can fill the stereo sound picture with up to eight different sounds simultaneously.

### AUDIO CHARACTERISTICS

Frequency range: 20 Hz - 20 KHz  
Signal to noise ratio: >90 Db at 1 KHz  
Channel separation: >90 Db

Hey, what is this? What Hi-Fi? This stuff is to do with the way the sound from the CD is processed, and what it adds up to is that, well, it's not exactly your top of the range Marantz, but it'll play



Hooking up the Mega-CD to the Megadrive is a piece of cake.

your Simply Red or your Kriss Kross and it'll sound good. I can hardly tell the difference between CD players anyway, and they tell me it's all to do with the quality of your speakers and stuff... or something.

### AUDIO OUTPUT (STEREO)

Line out: RCA pin jack x 2 (left and right)

This means that if you don't want to listen to that high-quality stereo sound through the Megadrive's headphone socket (passable) or the TV speaker (less so) there are two standard phono sockets on the back which let you plug the unit into an external amplifier or the back of your hi-fi if it has an AUX input, and thence into a pair of lovely loudspeakers for the stereo effect (highly recommended for the full Mega-CD experience).

Incidentally, RCA cables not included.



when we last heard, wasn't too keen on the project). In Britain, Psygnosis are working on a game of Francis Ford Coppola's *Dracula*, due for release in May, which will include 14 minutes of full-motion video displaying scenes from the film across the whole screen and at 24 frames per second.

## PRESUMABLY IT PLAYS NORMAL AUDIO DISCS?

It does. Put an audio disc (single or album) in the tray when the machine starts up and you're presented with a screen displaying a selection of CD player-type controls. Play, stop, pause and track search are all here, plus a pair of level meters for each stereo channel and controls for programming a selection of tracks, intro scans, repeats and random play. There are no controls on the front panel so you have to activate the on-screen controls by using your joystick to move a pointer over them and hitting a button to activate them. If you don't want to keep your TV switched on while your listening you can use combinations of joystick buttons to select tracks and play them.

Plugging the Mega-CD into an amplifier via the stereo outputs on the back of the unit result in pretty good sound (though real audiophiles probably won't be impressed). You can also listen through headphones, by plugging them into the Megadrive's headphone jack, but I've always found that the Megadrive emits a quiet buzz whenever I've used this output, which isn't what you want when you're expecting perfect sounds.

## WHAT'S CD+G?

The Mega-CD also plays CD+G (Compact Disc plus Graphics) discs which contain information for a computer to turn into graphics that appear while the track is being played. CD+G is something that never really got off the ground and hardly any such albums exist. Sega actually supply a pair of sampler music CDs with the Mega-CD, one of which is CD+G and has ten tracks of music from Chris Isaak, Fleetwood Mac, Information Society, Something Feat and Jimi Hendrix. Watching and listening to these demonstrates why CD+G never got off the ground (though the psychedelic Hendrix tracks are quite cool).

## WHAT ELSE COMES IN THE BOX?

Apart from your Mega-CD unit you naturally get the power supply, as well as a pair of metal plates which slot onto the bottom of the Megadrive and help connect the two units together, a stereo mixing lead which runs from the headphone jack of the Megadrive to a mixing socket on the back of the Mega-CD. There's also a pack of CDs containing the two audio discs mentioned above and three game discs, namely Sol-Feace, Cobra Command and a Sega Classics disc.

The Japanese version of Sol-Feace was reviewed in issue 2 of MegaTech, where it was received quite warmly. It's still a pretty decent space shoot 'em up, but, mysteriously, the English and US versions seem to have had half of the opening cartoon sequence lopped off, and some of the nice mechanical sound effects created by the game's bosses are missing. How odd.

Cobra Command is the renamed Thunderstorm FX (rated at 87% in MT 11), a copy of a laser disc arcade game with cartoon graphics. Though the gameplay is simple it's a good example of how a well-programmed combination of graphics and sound can create an engaging game.

The Sega Classics disc bears a varied selection of five top quality cartridge games from a couple of years back all of which sport a few sound enhancements. Golden Axe has a slightly improved title tune and uses the PCM sound chip for more realistic (and slightly disgusting) screams for the characters. Judging by the improved speech in Super Monaco GP, the pit crew



The intros and between-level sequences in Sony's *Hook* feature numerous snatches of footage from the Spielberg movie, and some specially designed ray-traced graphics.

have shaken off their laryngitis and the sound effects in *Streets of Rage* have also been spruced up (they couldn't have improved upon the music). *Revenge of Shinobi* is the same as it ever was (ie brilliant) but a new soundtrack has been added to *Columns*, but this doesn't sound half as good as the original music that plays through the game.

## ON THE SUBJECT OF GAMES, ARE CD TITLES GOING TO BE CHEAPER THAN CARTRIDGES?

It would appear not. The first batch of releases are priced at between £40 and £45. You may have heard that CDs cost much less to mass-produce than cartridges. Sega argue that after retailers and everyone else in the chain takes their cut they don't see an enormous percentage of the money you pay for cartridge games anyway. CDs do cost less to produce, but they require loads of extra cash to produce, an investment which goes into getting all the extra programming and designing done, the fully orchestrated soundtracks composed and the actors filmed. So £40 it is.

## I'VE GOT A JAPANESE MEGADRIVE, DOES THAT MEAN I WOULD HAVE TO BUY A JAPANESE MEGA-CD?

Unfortunately yes, and if you're running a Genesis you'd need to buy an imported American Sega-CD. Connect an English Mega-CD to a foreign Megadrive and all you get is a message saying that the two aren't compatible with each other. Similarly, if you put an English disc in a foreign drive nothing happens. It's all part of Sega's policy of doing everything they can to put the block on grey imports.

As ever, you can get your hardware converted to get around these problems. Advanced Console Entertainment (071 439 1185) is one firm that does it, but the full conversion is a complicated job which requires work on the Megadrive and the CD unit, and it certainly isn't cheap.

## WHY HAVE SEGA MADE US WAIT SO LONG TO GET OUR HANDS ON THE MEGA-CD?

Like most console hardware, the Mega-CD was first released in Japan and that was at the end of 1991. Sega say that it's taken so long to reach Europe because, basically, in that year and a half, there have been maybe four Mega-CD games which European players would understand and would actually enjoy. Sega US put together some good stuff for release in the States when the machine came out late last year, and the translation and reprogramming required to get all the Japanese stuff up to scratch had to be done, so it's taken this long to get together a sufficiently healthy batch of titles to launch the Mega-CD with.

## I'VE HEARD THAT SEGA ARE GOING TO BE CHANGING THE SHAPE OF THE MEGADRIVE AND MEGA-CD SOON, SO WILL I HAVE TO BUY ONE NOW TO MAKE SURE THAT I GET ONE THAT FITS ON MY OLD-STYLE MEGADRIVE, OR WILL THE NEWER ONE BE EVEN BETTER?

The official word from Sega Europe is that this revamp, which is purely a scaling-down so that the Megadrive and Mega-CD are actually smaller, squarer units, won't be happening to UK machines for ages yet. The fact that the new versions will apparently be designed to fit together side by side (as opposed to one on top of the other) won't affect compatibility between older and newer Megadrives and Mega-CDs.

## THE VERDICT: IS IT WORTH THE MONEY?

For an add-on to a £120 console £270 does seem a bit steep, even if you do get a CD player. In fact, compared to other, similar technology it's quite a cheap CD-ROM unit, but that's not going to cut much ice with the bloke who buys it expecting 100-level shoot 'em ups and gets 16 level shoot 'em ups which look they could have been on a cartridge. Of the first batch of titles, the stuff that definitely couldn't have been produced on cartridge is completely different in a gameplay sense from anything seen before and it certainly doesn't look like it's aimed at the standard, set-in-his-ways video game player whom I would suspect would turn his nose up at them. If you're looking to get something REALLY new from a Megadrive game, apart from simply more levels, Mega-CD is definitely something worth considering.

## IS IT REALLY THE NEXT LEVEL?

Yes it is.

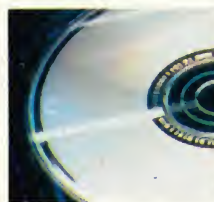
I doubt if anyone's going to use all that disc space to produce a 100-level blaster, or a beat 'em up with 30 incredibly versatile characters. The standard size of cartridge games is already increasing from 8 megabit to 12 and 16 megabits and you can get a damn good arcade game on a cart that size. So if those are the sort of games you want to play you may as well hold off from buying a Mega-CD until I'm proved wrong.

What the Mega-CD will do best will be the stuff that is something different from Megadrive games that have gone before, something that will attract all sorts of new players. I can see fans of role-playing games doing particularly well out of owning a Mega-CD, but the possibilities of full-motion video, real characters talking to you in high-quality stereo sound, all combining with non-stop player interaction really does have a lot of potential for console games the like of which we have previously only been able to imagine. Believe me, this is the start of something big.



# Compact Disc

## the shape of home entertainment to come



**CD-ROM** is nothing new as a medium for video games, though it started out as a tool purely for business use, the vast storage capacity making it perfect for storing large amounts of data in compact and very cheap form. The first console producer to try to take advantage of these facilities and put them to use on video games was NEC with their unit for the PC Engine (TurboGrafx in the USA). This is a

pretty neat widget which sports some excellent shoot 'em ups and adventure games, and unlike the Mega-CD you can actually use it as a portable CD player when you aren't playing games on it. Interestingly, Turbo Technologies who sell the TurboGrafx in the USA have recently been running large cartoon ads in the American games mags questioning how FEKA (Sega?) could sell Sherlock Holmes: Consulting Detective as a new game when it was released on the TurboGrafx CD two years ago.

The other console CD unit is Nintendo's for the Super NES. This is expected in Japanese and American stores at the end of this year and in Europe some time in 1994. This promises to add amazing effects to Super NES games, though exactly what kind of amazing effects is mostly the subject of rumour and Nintendo aren't exactly forthcoming with the facts because their opinion at the moment seems to be that the Super NES' hardware is so good that its players don't need CD-ROM.

However, if you've strolled into your local Dixon's recently you will have seen three CD-ROM machines that are here now: the Philips CD-i machine, the Kodak CD and the Commodore CDTV.

Like every other CD-ROM player, the CD-i (Compact Disc Interactive) plays audio CDs as well as video games, but, priced at £700, it's not surprisingly a more sophisticated machine than the Mega-CD. The range of titles Philips have released is very broad, suggesting that they want this to be the multimedia experience for the whole family, something to sit next to the TV and the video in everyone's home, but at this price that seems a vain hope. You won't find any shoot 'em ups in the CD-i software catalogue, but there are a couple of good titles available, such as the golf simulation with film graphics and the digitised trip around the exhibits at The Smithsonian Institute in Washington DC. Younger players can try various learning games based on the Sesame Street characters, and board games such as Connect 4 (though why anyone would spend that much money on a CD-i only to end up having their kid playing Connect 4 on it is a mystery to me).

The CDTV was produced with a view to bringing the next level of computer entertainment and (gulp!) 'edutainment' to the masses, but to date it has had little success. It's more or less a Commodore Amiga with a CD-ROM drive and while there are plenty of good Amiga games that you can play on it, there are no good CD games, so you might as well pay £300 for the Amiga. The two-year-old demo of Psygnosis' Planetside (the actual game is still in the works) is probably the best thing you'll see on this machine and all you can do is watch that.

Kodak's Photo-CD machine isn't intended to bring you hours of fun. Well, maybe it is, but only if you enjoy looking at photographs on your TV screen. Yep, take your holiday snaps into your local Kodak CD developers and they'll process the pics into computer data on CD. The advantage is... um... well, CDs are so much easier to store than those big old photo albums, aren't they? And the pictures come out nice and big on the TV screen so there's none of that tedious 'Passing The Photos Around The Family Group So That Everyone Gets A Look'. And of course CDs are much more durable than paper prints. Oh, and, AND, you can even zoom in on bits of the pictures, like Harrison Ford did in that sequence in Blade Runner (but no, you can't talk to the machine yet). And all for just under £300. Hmmm.

So it looks like, even after a couple of years of working at it, nobody has really made a success out of bringing CD-ROM to the man in the street. While the idea behind the technology (giving people easy access to massive amounts of visual and audio information in one minuscule package) is brilliant it seems that this isn't something everybody is too bothered about at the moment, at least not when they have to stump up £700 just to get started. Nintendo's theory about the punter being happy to make do with the console hardware he's already got might well be proved right unless someone can come up with a low-priced CD-ROM unit which really does give him something he wants to play. And of course, that's where Sega hopes the Mega-CD comes in.



Sega's Mega-CD: This could be the start of something big in home entertainment.



Amiga + CD-ROM drive - decent CD games = CDTV



The Kodak Photo-CD - Holiday slideshows in a Blade Runner style.



# MEGA-CD - FREE!\*



**Argos**

**\*If you're one of the two winners of this tremendous MegaTech/Argos competition!\*\***



The time has come. The Mega-CD is here. CD-day is April 3rd, and to mark this monumental landmark in videogaming history, MegaTech have teamed up with those generous bods at Argos to give you a chance of winning one of the first official Mega-CDs.

If you've read our Mega-CD feature, you'll know that the Mega-CD is the first of a new generation of console peripherals. Retailing at £269.99, the Mega-CD, combined with Argos' new lower-priced Megadrive (now only £115), is the ultimate in 16-bit gaming technology. We've got two of these self-same Mega-CD units (complete with their packs of terrific free discs) up for grabs!

All you have to do to stand a chance of winning one is to answer the easy-peasy questions on the right and fill in the tie-breaker. Nothing - no, nothing - could be easier.

## THOSE OH-SO EASY QUESTIONS

1. Packaged with the Mega-CD is a compilation CD featuring classic games from the Megadrive's past. Which of the following games does NOT appear on the disc?  
a) Revenge Of Shinobi.  
b) Golden Axe.  
c) Altered Beast.
2. One of the first games available for the Mega-CD stars the Great Detective himself. What is his name?  
a) Sherlock Holmes.  
b) Mark Holmes.  
c) Barratt Holmes.
- 3 Who recently released a cover version of Led Zeppelin's famous song 'Stairway To Heaven'?  
a) Rolf Harris.  
b) George Formby.  
c) Elvis Presley.

Send your answers on a postcard, together with your name and address, to: The Altered Beast/Sherlock Holmes/Rolf Harris Competition, MegaTech, 30-32 Farringdon Lane, London, EC1R 3AU. The deadline for all entries is April 19th, so get sending!

\*\*You'll have to pay for a stamp, but then 24p is a lot less than £269.99, so you're getting a good deal if you win.

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# COMING

**S**ega are planning to have a catalogue of 36 CD games by the end of this year some of which are original titles, some of which are upgraded versions of existing cartridge games. As ever, dates and prices are subject to change at short notice but at time of writing here's a preview of how it's going to be:



Hook



Sewer Shark



Thunderstorm FX



Kriss Kross Make 'My Video



# GI UP on the

# SEGA CD



## APRIL

### > ROBO ALESTE

By Sega  
£39.99

The anglicised version of the top robot shoot 'em up we reviewed as Nobunaga and his Ninja Force in issue 14.

### > WOLF CHILD

By JVC  
£39.99

Interesting platform romp reviewed on page 28

### > JAGUAR XJ-220

By JVC  
£39.99

Interesting driving romp reviewed on page 31

### > PRINCE OF PERSIA

By JVC  
£39.99

Translation of the classic platform puzzle game with great graphics and CD sounds. Reviewed in issue 10.

### > ROAD AVENGER

By Wolf Team  
£39.99

Manic full-motion cartoon driving game from the creators of Cobra Command.

### > BLACK HOLE ASSAULT

By Micronet  
£39.99

Fair sci-fi beat 'em up starring big robots, rated at 61% back in issue 14.

### > SHERLOCK HOLMES: CONSULTING DETECTIVE

By ICOM Simulations  
£44.99

Game of deduction and crime-solving with full-motion video interrogations. Reviewed on page 30.

## MAY

### > CHUCK ROCK

By Sony Imagesoft  
CD-enhanced version of Virgin's popular platform game starring the cuddly caveman.

### > HOOK

By Sony Imagesoft  
Colourful platform adventure based on the Spielberg movie, reviewed on page 34.

### > SEWER SHARK

By Sony Imagesoft  
Full-motion video 3D shoot 'em up reviewed on page 32.

### > NIGHT TRAP

By Sony Imagesoft  
Protect a party of teenage girls from humanoid aliens in this very unusual game. TWO discs(!) packed with over an hour of full-motion video will make this one of the more expensive CD games.

### > THE SECRET OF MONKEY ISLAND

By LucasFilm  
One of the best adventure games ever to appear on a computer, with superb graphics and a plot which is as hilarious as it is engrossing.

### > WONDERDOG

By JVC  
Pretty (but easy) platform game starring cute doggy characters which was rated at 82% in issue 12.

### > OUT OF THIS WORLD

By Virgin  
Enhanced version of the smart space adventure game reviewed in issue 14.

### > DRACULA

By Psygnosis  
Beat 'em up adventure based on the recent smash movie. Features 14 minutes of full-screen, full motion video from the film!

## JUNE

### > FINAL FIGHT

By Capcom  
Full-featured version of the smart arcade beat 'em up, with all three player characters and all the original levels. Should be mega!



Prince of Persia



Black Hole Assault





# COMING UP

## on the

# MEGA-CD

### BEYOND...

**This list of titles is pieced together from US release lists and what we've heard from keeping our ears to the ground, hence no release dates at all, but it would be surprising if Sega Europe decided they wanted to leave any of these games out of the UK lineup.**

### SEGA

#### ► RISE OF THE DRAGON

Superb graphic adventure set in a Blade Runner-style city of the future.

#### ► WING COMMANDER

3D space shoot 'em up with great cinematic intro sequences.

#### ► SPIDERMAN

No details on this one yet. Could it be an enhanced version of Webhead's first Megadrive game?

#### ► BATMAN RETURNS

Enhanced version of last year's platform game, with full-motion video from the movie and excellent sprite-scaled 3D driving sequences.

#### ► CITIZEN X

Likewise, no details, but the word on the street is that it's some kind of adventure game.

#### ► STAR TREK: THE NEXT GENERATION

Potentially amazing action/adventure game based on the hit TV show, with specially filmed full-motion video footage.

#### ► SHERLOCK HOLMES II

A trio of further baffling cases for the Baker Street Boy to beat.

#### ► SONIC CD

How could we forget this guy? Steer His Hedgehogness across the platforms, and enjoy lengthy cartoon intro bits in which Sonic speaks!

### SONY IMAGESOFT

#### ► MAKE MY VIDEO: KRISS KROSS

#### ► MAKE MY VIDEO: INXS

#### ► MAKE MY VIDEO: C+C MUSIC FACTORY

#### ► MAKE MY VIDEO: MARKY MARK

#### ► MAKE MY VIDEO: U2

Take the tracks from your fave bands along with loads of clips of video and make your own promo! Check out page 35 for more info!

### SIERRA ON-LINE

#### ► STELLAR 7

An advanced version of that tank-blastin' classic, Battle Zone, with lots of flash graphics.

#### ► LEISURE SUIT LARRY

Help sad-bloke Larry find some fun in this graphic adventure aimed at adults.

#### ► MIXED-UP MOTHER GOOSE

A graphic adventure with a nursery rhyme theme, aimed at youngsters.

#### ► KING'S QUEST V

Another superb graphic adventure from Sierra in which you travel an enchanted land and clear up evil-doers.

### VIRGIN

#### ► THE TERMINATOR

Snatches of the movie abound in this update of the rather easy shoot 'em up reviewed in issue 6.

### JVC

#### ► HEIMDALL

An action-packed Viking RPG with great graphics from the creators of Wonderdog, Chuck Rock and Jaguar XJ-220.

#### ► DUNGEON MASTER: SKULL KEEP

Mega-CD version of one of the best role-playing games ever, with superb 3D monster graphics.

#### ► THUNDERHAWK

3D Helicopter shoot 'em up which is about halfway between Steel Talons and LHX Attack Chopper, gameplaywise, but should be better than both!

#### ► US GOLD

#### FLASHBACK

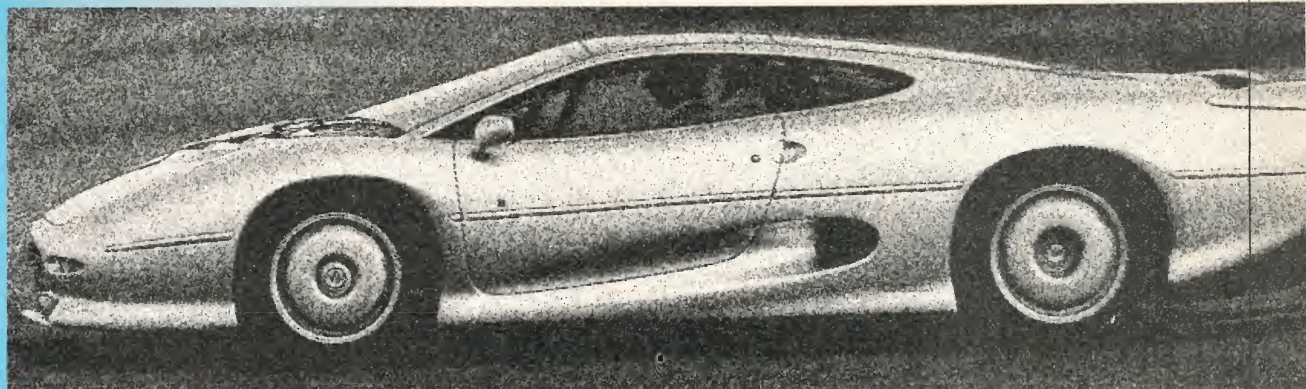
A super-up version of the astonishing arcade adventure from the designers of Another World.

### AMERICAN LASER GAMES

#### ► WHO SHOT JOHNNY ROCK, SPACE PIRATES and MAD DOG MCCREE

Two conversions of the laser disc arcade games which let you shoot it out with gangsters, intergalactic outlaws and no-good cowpokes respectively.





BY JVC  
PRICE: £39.99  
RELEASE DATE: APRIL

**NEEEEEOW! PAUL GLANCEY takes the wheel of Sega's big CD sports car game. And he hasn't passed his test, either.**

**W**ant to drive the second fastest production car in the world? Well, you can't. The four-wheeled silver starcruiser that is Jaguar's XJ-220 (so named because it can tip the speedo at 220 kph) would cost you both arms, a leg and a few of the other parts of your anatomy that you were saving up for a rainy day. Get a Mega-CD, though, and you can sort of capture the dream by playing this conversion of the 3D driving sim which made Amiga players so happy last year.

OutRun-style, this is a racing game that puts the car's steering, brakes, accelerator and gear shift on your joypad and gives you the job of taking the XJ-220 around 32 racetracks from around the world. Naturally there's an element of competition provided by the field of 30 computer drivers and you have to dodge around them for the required number of laps to make sure you beat them to the chequered flag.

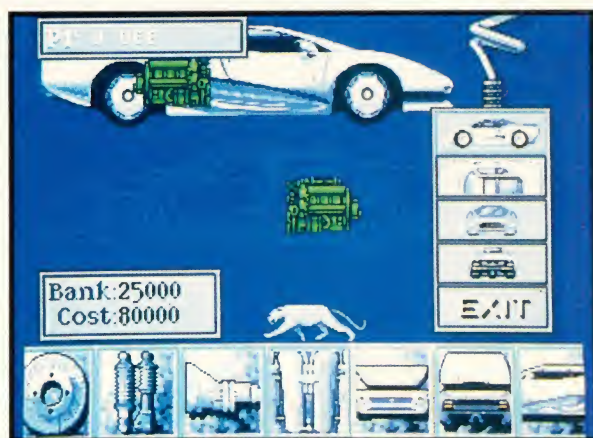
Don't want to test your driving mastery against feeble computer oppo's? Well, plug in another joypad and two can play, split-screen style. Cue the bumping and barging as you try to nudge your ex-fellow into the roadside scenery, but hey, there's no danger here because these Jags are evidently made of rubber and bounce back on the track after a few precious seconds have slipped by.

'But this sounds just the same as Lotus Esprit Turbo Challenge, and I didn't need a Mega-CD for that!' is what you're no doubt thinking. True, it's a lot like EA's well-liked race game and the gameplay is certainly as good, especially in two-player mode. The graphics, though, are better and the sprite-scaling hardware is put to work (though not to amazing effect) making the roadside objects whizz past in smooth 3D.

Aside from being a pretty good driving game, XJ-220 has one really good feature, the circuit editor, which lets the player create new tracks to race on and even store them in the Mega-CD's battery-backed memory.

But much as I enjoyed XJ-220 and its flash presentation, I have to say that it wouldn't convince anyone that buying a Mega-CD would be opening the door to all-new thrills. If you've already got your £270 ready, though, it would be a good first purchase.

**PRESENTATION 92%**  
**GRAPHICS: 89%**  
**SOUND 88%**  
**PLAYABILITY: 88%**  
**LASTABILITY: 89%**  
**OVERALL: 90%**



▲ Tune 'em up: tweak your car's mechanics here.



▲ Burn 'em up: race against 30 other high-speed motors.



▲ Rev 'em up: reach speeds of up to 220kph.



# Sherlock Holmes Consulting Detective

BY ICOM SIMULATIONS

PRICE: £39.99

RELEASE: APRIL

**PAUL GLANCEY** tries to solve *The Case Of The Unwritten Sherlock Holmes Review* without mentioning the lemon curd gag. Er... never mind - you don't want to know.

The investigation wasn't going well. I seemed to have interviewed everyone on the disc and though I was convinced it wasn't the 4,000 year old Egyptian mummy who had offed the famous archeologists, all I'd really ascertained was that the killer was probably a bloke with big hands. Surely the real Holmes wouldn't be flummoxed by this?

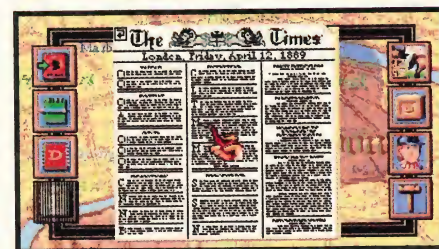
The Mystery of the Mummy's Curse is just one of the three murder intrigues for you to solve in Sherlock Holmes, and all of them follow the same format. After the outline of the case is explained, you get to peruse Holmes' voluminous contact book and choose someone to visit. The interviews are viewed in full-motion video, but this being an American game the inhabitants of Victorian London either sound Australian or like Dick Van Dyke in Mary Poppins. If you can penetrate the accents and listen carefully, though, you can pick up some decent clues such as names of people who might also have some light to shed on the evil-doings, so it's wise to have a note pad close at hand while playing.

Other sources of information include Holmes' own extensive files of notes and the Baker Street Irregulars, a bunch of young lads who can get into places that would elude normal private investigators.

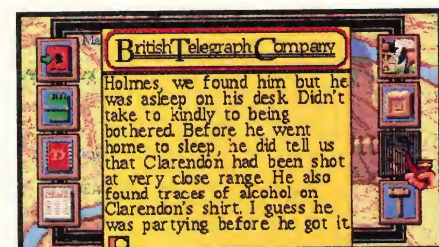
While the presentation and the atmosphere is pretty good (dodgy acting aside) the structure of the game isn't quite so cleverly structured. Each of the characters you interview only have one piece to speak, and when I found myself wanting to be able to ask them about some new clue I had just uncovered elsewhere, they just rambled on about something I already knew. It all got a bit confusing when I ran out of people to interview, Holmes announced that he'd cracked the case and I still hadn't pieced together any real idea of who the killer was. By this time I have to admit I was losing interest and the idea of having to interview all these people again in case I'd missed something wasn't too appealing.

Anyone who's really into the idea of matching wits with the great detective will probably sit there, pencil in hand, scrutinising every video sequence for a clue, but myself I found it all a bit too long-winded to be big fun.

|                      |            |
|----------------------|------------|
| <b>PRESENTATION:</b> | <b>89%</b> |
| <b>GRAPHICS:</b>     | <b>83%</b> |
| <b>SOUND:</b>        | <b>80%</b> |
| <b>PLAYABILITY:</b>  | <b>73%</b> |
| <b>LASTABILITY:</b>  | <b>83%</b> |
| <b>OVERALL:</b>      | <b>79%</b> |



▲ Solve the case using The Times...



▲ The Baker Street Irregulars...



▲ And Holmes' gallery of informers.



▲ Solve the case and take it to the Judge.





# WOLF CHILD

By JVC  
Price: £39.99  
Release: April

**With a bloodcurdling howl and a hungry glint in his eyes, MegaTech's lone wolf MARK HOLMES gets his teeth into JVC's lycanthropic platform game.**

The plot of Wolfchild is another one of those 'world-famous scientist gets kidnapped by an arch-villain who forces him to use his skills for evil purposes' stories. Dr Kal Morrow, renowned biogenetic scientist, has been abducted by Draxx, the leader of a notorious terrorist group, and has been brainwashed into creating an army of mutant warriors. But the doctor's heroic-type son, Saul, is determined to save his father (and the rest of mankind), so he loads the Doctor's top secret Wolfchild program into the computer in his lab, enters the transmutation booth and emerges as Wolfchild, hell-bent on revenge!

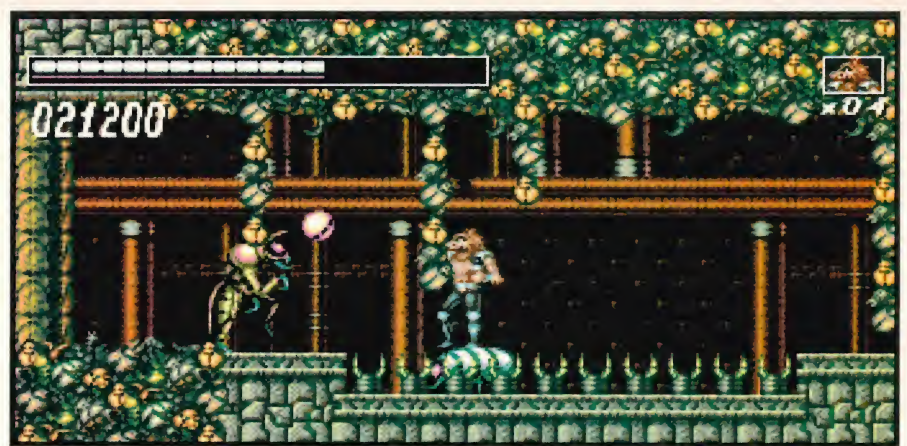
This game was originally released on Amiga, and in the conversion it has gained an animated intro sequence which tells the story of Dr Morrow and his son, but the clumsy cartoon comes across as a feeble attempt to make this straight port a more attractive buy for Mega-CD owners. The beefed-up music and sound effects are a definite plus, on the other hand, and go some way to making up for the fact that the game does nothing to display the Mega-CD's graphical capabilities.

The game plays as a traditional platform blaster. The nine levels are big enough to get lost in if you haven't got your wits about you, with high climbs up enormous trees in the early jungle levels and deep catacombs to fathom out in the Ancient Temple later on. There are plenty of Draxx's mutant warriors to contend with, ranging from humanoid lizardmen to grotesque, slimy bugs, as well as hazards like killer pendulums and rolling boulders to hinder your progress.

You start off playing Saul in human form - he's only a little sprite, but he can run and jump about like a young gazelle and 'do over' the nasties with a furious flurry of punches. Pick up the right capsule when you've got enough energy and Saul transmutes into Wolfchild with a bloodcurdling howl - in this form, he can fire an unlimited number of basic shots or make use of the many weapons that can be picked up throughout the game.

Although Wolfchild doesn't use any of the sprite-scaling or rotation tricks that the Mega-CD is capable of, the sound and the responsive feel of the zippy main sprite help to maintain your interest. It's nothing new, but it's good fun all the same.

- PRESENTATION: 60%**
- GRAPHICS: 84%**
- SOUND: 82%**
- PLAYABILITY: 84%**
- PLAYABILITY: 80%**
- OVERALL: 82%**



▲ "Being a wolfman's not an easy job, you know, there's always someone after you..."



▲ "... mutated warriors, weird beasties and these horrible end of level bosses."



▲ "Stuff it, I'm going to retire to a mystery holiday location - I've had enough. Awooooo!"



# Hook



BY: SONY IMAGESOFT

PRICE: £TBA

RELEASE: TBA

**PAUL GLANCEY, MegaTech's own little boy who never grew up, buckles his swash in Sony's colourful platformer.**

It's been a long time since Peter Pan moved out of Never Land and entered the real world – so long that he's forgotten his origins, grown up and had a family of his own. The whole fairy tale business all comes back to him when evil Captain Hook sails onto the horizon in his flying galleon, and by way of revenge for all the swordfights he lost and the bit with the crocodile, he's kidnapped Pete's kids and made off back to Never Land! If Pete wants to attempt a rescue he's going to have to become his old self again and find his old gang of lost boys to help him out.

And this he does in this sizeable platform adventure which starts with Peter braving all the tricks and traps that the lost boys can throw at him, just to prove to them that he really is 'The Pan'. From there begins the eleven level journey around Neverland Island towards Hook's pirate ship where the kids are being held. Being empowered with pixie-dust, Peter is transformed from his podgy, middle-aged form to the lithe athlete of his younger days, allowing him to run, leap, swim, and with the aid of Tinkerbell's special fairy dust, even fly for a limited amount of time. Until he can find his magic sword which sees off baddies with blasts of pixie-energy, Peter has to make do with whacking Hook's cohorts off their perches with his dagger.

Though this platform adventure is based on the top-grossing Spielberg movie, don't expect to have Robin Williams, Julia Roberts and Dustin Hoffman on your Mega-CD screen. There are a few brief snatches of film footage, but the voices in the animated section are provided by a pretty dismal bunch of actors who create an amateur dramatics atmosphere.

Luckily the graphics and sound in the game itself make up for these deficiencies. The sprites and backgrounds are wonderfully designed and are really colourful and the each level's soundtrack is a full symphonic rendition of music from the film which is extremely impressive. The action is simple (there's nothing the Megadrive couldn't handle on its own here) but it's quite nicely put together. The collision detection does seem a little too vague and you can sometimes find yourself taking hits from objects which look like they ran past you. On the whole, though, it's decent fun and worth checking out.

|                     |            |
|---------------------|------------|
| <b>PRESENTATION</b> | <b>70%</b> |
| <b>GRAPHICS</b>     | <b>89%</b> |
| <b>SOUND</b>        | <b>89%</b> |
| <b>PLAYABILITY</b>  | <b>80%</b> |
| <b>LASTABILITY:</b> | <b>79%</b> |
| <b>OVERALL:</b>     | <b>80%</b> |



▲ "I'm Peter Pan, and I can swish my sword..."



▲ "... And I can leap up trees – hup! – like this..."



▲ "... Wahay! – I can duck under the baddies too..."



▲ "... I'm brilliant, and every body loves me so much!"



# KRIS KROSS

## MAKE MY VIDEO

**BY SONY IMAGESOFT**  
**PRICE:TBA**  
**RELEASE DATE:TBA**

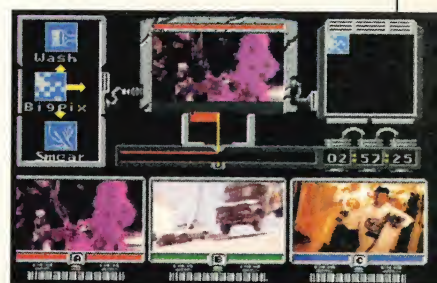
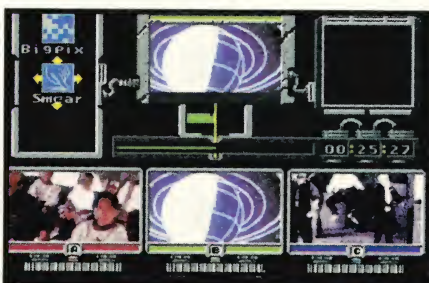
**MegaTech's cream-puff Mac Daddy Wannabee, TOM GUISE, pulls his trousers on back to front and makes some videos with Kris Kross. Break it down, Tom!**

Yo! My homeboy, check it out! Those little boyz 'n' the hood, Kris Kross, are soon to move and groove their way onto the Mega-CD in one of the first of Sega's Make My Video series. Featuring three of Kris Kross' hit singles, Jump, I Missed The Bus and Warm It Up, this interactive movie game allows you to cut and edit film footage and paste it together to make a new music video. Apart from the original music videos featuring the capital K's themselves you can also use clips from a whole plethora of other archive footage ranging from old horror movies, news films and old black and white comedies. What's more, there are over 30 effects that you can overlay onto the video. Everything from basic colour changes, screen freezing and strobe light effects, to flipping and splitting the screen and even completely mirroring the action. Totally Krossed Out!

Believe it or not, there is also a game behind all this. Using the theme of a video request show, your host, VeeJay, is asked to produce custom videos for callers and it's up to you to make their videos. Some callers want to see plenty of cars, others don't want to see any clocks, some just want to see those lovable, huggable kinda guys strutting their stuff. Really demanding callers actually show you specific clips of what they want included or excluded from their video. There are eight callers to satisfy, however if you perform particularly badly you have to take part in a sudden death 'Make My Video' with requests from old movie characters like the Hunchback of Notre Dame. Failure to produce the goods results in you being severely insulted by your caller, much to the delight of anyone else in the room. Only one video can be saved onto back-up RAM, however Sega will eventually be bringing out a range of RAM cartridges to allow you to save a whole collection of your works of art.

If you like Kris Kross, Make My Video is extremely good fun. The mixing system is extremely simple to use and although the control you have over the editing is very limited, it still results in a very novel and playable game, although more for the mucking about element than for any serious challenge. Make My Video is definitely one of the more original and entertaining Mega-CD's I've seen and a good example of the Mega-CD's potential.

|                     |            |
|---------------------|------------|
| <b>Presentation</b> | <b>93%</b> |
| <b>Graphics</b>     | <b>94%</b> |
| <b>Sound</b>        | <b>97%</b> |
| <b>STP</b>          | <b>92%</b> |
| <b>LTP</b>          | <b>84%</b> |
| <b>Overall</b>      | <b>87%</b> |





# SEWER SHARK

BY SONY IMAGESOFT

PRICE: £TBA

RELEASE DATE: MAY



It's down to PAUL GLANCEY to shoot the tubes in this 3D full-motion video extravaganza.



There's something nasty living in sector 19 of the Solar City tuberoute network, and it's sucking the brains out of any Sewer Shark pilots it runs across. In this game you're in the unfortunate position of being the newest recruit to the Sewer Sharks, and it's your job to navigate your freighter, The Hole Hog, through the vast network of mutant-infested sewers to Solar City.

Being part delivery-man, part pest-exterminator it's important that you eradicate as many mutants, such as the giant ratigators, as possible along the way. But that's no sweat because they just crawl around the walls waiting for you to line them up in your sights and blast them inside-out with your particle cannons.

What makes this such a dangerous ride is that it's non-stop, so while your bombing through the tubeway you have to make sure you don't take a wrong turn or the results will be fatal. A robot drone flies ahead, picking out the safest routes and telling you the three tunnels where you must turn off. But forget these directions, or skim past one and you slam straight into a wall.

The action is displayed in smart 3D video which gives you the feeling of piloting an X-Wing through the Death Star. That's not surprising because all the footage in this game was directed by

John Dykstra, the brains behind the special effects in Star Wars and plenty of other classic SF movies.

The actors also make a major contribution to the excitement. Your veteran co-pilot, Ghost, doesn't tolerate mistakes from rookies and is constantly yelling at you over the video intercom. At intervals you also hear from your boss, the vile Mr Stenchler, who is living it up in Solar City. And finally there's Falco, a fellow pilot on a separate mission, who calls you to warn you of a mysterious discovery before coming to a chilling demise!

The actual action in Sewer Shark is very basic indeed. There's hardly any variety, and it can be really annoying to get way into the game, miss one turn and have to start from the beginning. Yet I found it strangely enjoyable. The 3D video is good enough and fast enough to make you feel like you could almost be there, and the input from the different characters and the way the plot unfolds complete the illusion brilliantly.

This certainly isn't video game fun in the traditional sense, so it definitely won't be to everybody's taste. But give it a chance and you could find that just being part of the experience is fun enough.

## RATINGS

**PRESENTATION: 93%**

**GRAPHICS: 95%**

**SOUND: 93%**

**PLAYABILITY: 80%**

**LASTABILITY: 89%**

**OVERALL: 87%**







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# SUNSET

**FORMAT: CART**  
**M-BITS: 4**

**BY: KONAMI**

**PRICE: £39.99**

**PLAYERS: 1-2**

**GAME TYPE: SHOOT 'EM UP**

**CONTINUES: 1-5**

**SKILL SETTINGS: 3**

**G**et the wagons into a circle, cut a hole in the middle of a blanket and throw it over your head, while you practice rolling that cheap cigar from one side of your mouth to the other. Then load up your shooting irons, get yourself a big hat and get those bangers 'n' beans on the go. Now you're ready to play Konami's *Sunset Riders*. If you haven't guessed already (you dumb varmint), this here's a rootin'-tootin', horizontally-scrollin', Wild West shoot 'em up. And listen up, pardner - you'd better make like Clint Eastwood or you'll end up with a bellyful of lead. Yessiree!

## ● WANTED: DEAD OR ALIVE

**Y**ou can either team up with a compadre or go it alone in your quest to bring the most wanted outlaws in the West to justice. In fact, it's not even a case of bringing the evil human vermin in dead or alive - there's no chance of them giving up their guns peaceably, so you just have to fill 'em full o' lead. There are four wanted men to track down, and each of the four separate areas is teeming with that particular bad guy's cronies. You'll have to defeat two waves of these murderous henchmen, saving a kidnapped woman along the way, before you come face-to-face with each end of level varmint. Each boss has a high price on his head, and the only way you're gonna pick up that fistful of dollars is by gunning him down. If you're playing a two-player game, the player who fills the Boss with the most bullets grabs the whole of the reward.

## ● KILLING FOR COMPANY

To take on the bad guys, there's a choice of two characters. It's a dirty job, but these gun-totin' bounty hunters will do it for you.



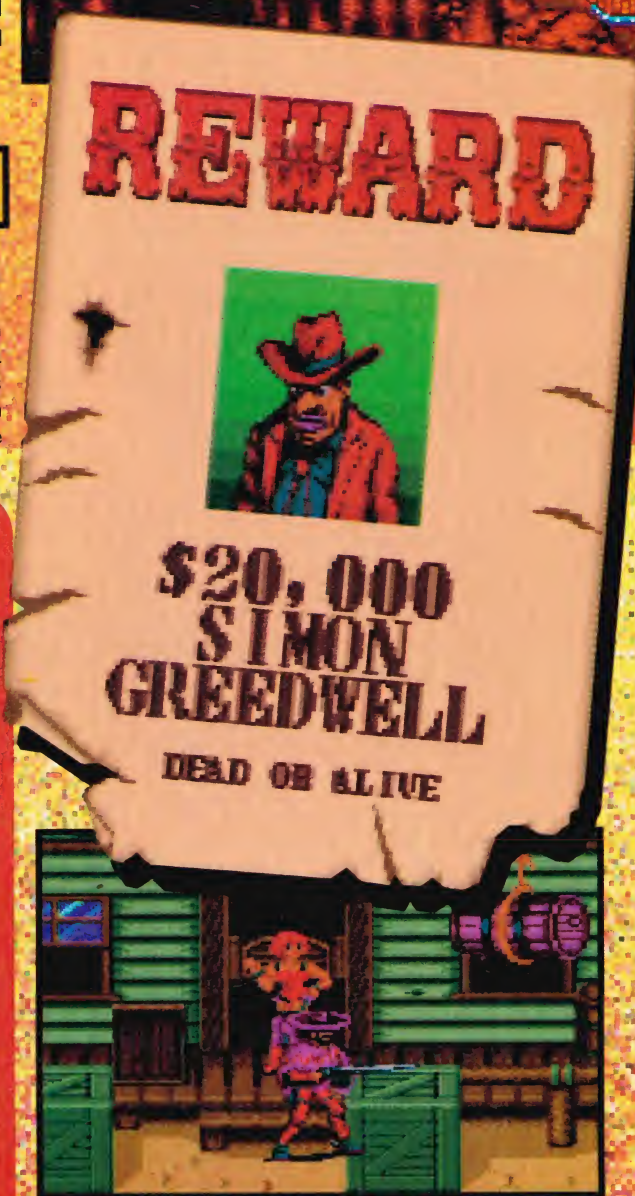
### Cormano Wild

The sombrero-totin', pink poncho-wearing hombre packs a blunderbuss-style 'riot gun'. This fearsome, death-dealing piece of hardware kicks out a spray of pellets which can kill over a wide radius, making Cormano the obvious choice for going the distance in one-player mode. Unfortunately, the rough Mexican doesn't get many snogs from the saloon gals because his five o'clock shadow gives them a terrible face rash.



### Billy Cool

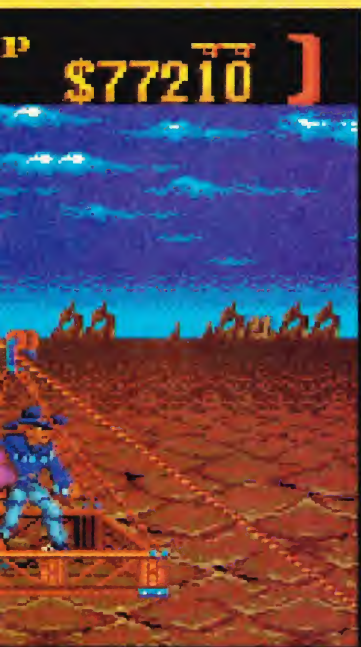
Blond-haired, blue-eyed Billy is a card-carrying, Wrangler-wearing Wild West gunfighter. His pistol doesn't pack as much of a punch as Cormano's 12-bore - he's more of a sharpshooter than a blaster. But despite his lack of punch in the weapon department, the women really go for him because he has a bath and shave every two hours to maintain his clean-cut image.



"HEY, CORMANO, WHERE DID YOU GET THAT LOVELY PINK PONCHO FROM? I WANT ONE TO GO WITH MY STOCKINGS AND SUSPENDERS."



# WEST RIDERS



"FIRST FLOOR: TOMAHAWKS, BOWS 'N' ARROWS AND TEEPEES."

## THEY WENT THATAWAY!

In your quest to rid the West of the human vermin, you'll have to shoot your way through four different types of terrain, each one dominated by a different baddie and his men.

### Reechforem Gulch

Once a peaceful town on the goldminers' trail, this mix of shacks and saloons has been corrupted by the evil Simon Greedwell. His black-hatted henchmen shoot at you from windows, throw sticks of dynamite and Molotov cocktails and try to stab you. Watch out for the cattle stampedes – you'll have to ride 'em, cowboy, or get stomped by a thousand beefburgers on the hoof!



### The Chatahoochie Choo-Choo

Forget curled-up sarnies and stropky Ticket Inspectors, this train's packed with something even more horrible – the evil Paco Loco's henchman. The south-of-the-border slimeball has hijacked the 10.15 from Tombstone, which carries the Reechforem Gulch payroll, and the fat pig's cronies will try anything to stop you reaching the front carriage for a pot-shot at him.



### T.P. City

The Indians in this area used to enjoy friendly relations with the settlers, but a serious translation error at a get-together caused hostilities to erupt. Chief Scalpen has led many raids on nearby towns and his braves are out to get you with flamin' arrows and knives. If you avoid getting frazzled or scalped, you'll be up for a pow-wow with the Big Chief... and he's not smoking his pipe of peace!



### The Rose Mansion

Home to British bad egg, Sir Richard Rose, the mansion is set in Powder Keg Pines. Sir Richard has been logging this area illegally for wood to make cheap tourist souvenirs. His employees are pretty quick on the draw, and they're not the only thing out to stop you reaching the baddest of the bad guys – watch out for the massive black guard dogs too!



Being a bit of a fan of all things cowboy, I had a lot of fun playing Sunset Riders. Whether you're

playing the lone gunslinger or teamed-up with a compadre to fight the evil varmints together, the game really captures the feel of a Spaghetti Western. Although there were apparently more characters to choose from in the coin-op version, the difference between blazin' Cormanio and sharpshootin' Billy gives some variety in fighting styles. Both characters move in a convincingly bounty hunter-like way and once you get the hang of the controls, you can get them hopping on and off roofs, trains and bridges like acrobats, shooting as they go. The Indian-killing level might be seen as distasteful in these more enlightened times, but hey, these guys ain't racially-prejudiced – they'll fill anyone full o' lead, regardless of their race or creed, if they get in their way. The only drawback is the game's longevity – it's pretty easy to get a long way into the game. So unless you've got a whole posse of cowboy-crazy mates to enjoy it with, once you've finished the game a few times I'd imagine the fun aspect of the game would diminish quite rapidly.

mark's comment

REVIEW





# A FISTFUL OF DOLLARS

**A**s you're playing the part of a Bounty Hunter, you'll want to get your hands on as much cash as you can. There are a few different ways to pick up dosh, apart from picking up the bounty on a wanted man's head. Each time you kill a baddie, a \$200 coin falls out of his pocket, just waiting for you to pick it up and add it to your cash total (displayed at the top of the screen). You can also pick up a fistful of \$2,000 from one of the booty sacks which are littered throughout the game – just shoot the sack and pick up the money. Extra guns and 'rapid fire' bullet power-ups, throwable sticks of dynamite, and the stars that allow you to enter the Bonus Stage can also be found in the sacks.



▲ "HEY, CORMANO, LOOK AT THAT BEAUTIFUL SUNSET... CORMANO?... CORMANO??"

# WAGON TRAIN

**I**f you've picked up a star on your travels you'll get into the bonus stage, in which a woman throws dollars and extra lives out the back of a wagon, and you've got to catch them. Just to make things interesting, you're on horseback – Billy has a white stallion, while Cormano rides a pink steed to match his pink poncho (hmmmm... nice).



# IT'S A SHOWDOWN

**V**ersus Mode gives you the chance to sharpen up your shooting skills in a one-on-one gunfight in front of the saloon. Each player starts off with ten bullets, one of which is lost each time you take a direct hit. An American eagle flies across the screen regularly, dropping... no, not what you're thinking of, Mr Fester-Brain... it drops either bullet-replacing hearts or life-endangering sticks of dynamite. Lose all your bullets and you're dead, but don't worry – it's a 'best of three' shoot-out, so you could still send your lowdown compadre to Boot Hill in the last two rounds.



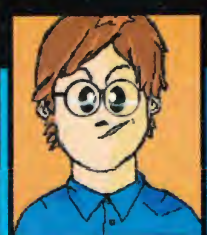
▲ "HEY, CORMANO, BEHIND YOU!"

# WATCH OUT FOR IMPORTS!

**K**onami have put import protection in Sunset Riders and Turtles, so if you have an official Megadrive you can only play the official UK versions of these two games. Japanese versions of the game will only work on Japanese Megadrives and US versions will only work on a Genesis. Something to bear in mind if you were considering buying the game from an importer.



▲ BILLY AND CORMANO BOTH HAVE A ROVING EYE FOR THE LADIES. THEY SPECIALISE IN RESCUING KIDNAPPED DAMES AND SNOGGING SALOON GALS IN RETURN FOR POWER-UPS.



## Paul's comment

I expected a lot from Konami's Megadrive games and they certainly haven't disappointed me yet. As with Turtles, Sunset Riders looks very much like the coin-op original, and has obviously had a lot of attention paid to every aspect of its production. The graphics and sound are excellent (though I'm not too sure about Cormano's pink horse) and though the gameplay is much like Rolling Thunder 2's, I found it much easier to get into. The game seems to have been playtested to the point where it has a very arcade game-like feel. The levels are well structured and the action is non-stop blasting, which is tremendous fun, and as you might expect, with two players it's superb. Mark's right when he says it wouldn't take that long to finish (maybe a few days of non-stop playing), but it is a game I would come back to, because while it's not that difficult to get to the end it's quite a challenge to earn enough points to get your name on the high score table.

# GAME TITLE SUNSET RIDERS



## % RATING



**85** Neat intro and inter-level screens. The Versus option is an added bonus.



**89** The scenery is well implemented and perfectly-suited to a Wild West game, complemented by well coordinated sprite movement.



**86** Great, corny, Spaghetti Western-style soundtracks, but could do with beefier gunshot sounds.



**87** Simple to pick up, with plenty of target practice to be had for shoot 'em up fans.



**82** Once you've beaten all the baddies, the fun starts to diminish.



**87** Fun scrolling shoot 'em up for Spaghetti Western lovers, but lacking in the lastability stakes.



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**FORMAT: CART**  
**M-BITS: 8**

**BY: SEGA**

**PRICE: TBA**

**PLAYERS: 1-2**

**GAME TYPE: BEAT 'EM UP**

**CONTINUES: 9**

**SKILL SETTINGS: 1-3**

# FATAL FURY

**F**owl deeds are afoot in Fury City. Geese Howard, top crimelord and all-round bad-egg, has seized the reins of power and in his first step towards ruling the roost he has killed his worst enemy, local hero and all round good guy, Turkey Bogard. After celebrating his new-found power over a cup of egg-nog, Geese's feathers have been ruffled by the discovery of the existence of Bogard's sons. Knowing that they will avenge their father's death, a fiendish plan has formed in his evil bird-brain. He will host a martial arts tournament with big money as the prize. Chicken feed to a man as rich as he, but a veritable nest-egg to anyone else. However, the competitors in the tournament will be a careful selection of Geese's deadliest gangsters. Such chick-anery! This way the chicken-livered villain can kill two birds with one stone. However, perhaps he shouldn't count his chickens before they're hatched, because our birds of feather may just win and Geese's goose could yet be cooked.

## THE BATTLE OF DESTINY

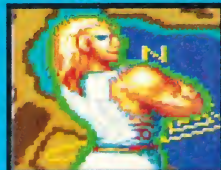
A conversion of the highly successful Neo Geo beat 'em up, Fatal Fury is SNK's answer to Streetfighter II. Rumour has it that some of the people who helped contribute to Streetfighter II were behind the creation of Fatal Fury. Whether true or false, the theme behind the game is very similar. Fighting one-on-one against various opponents, the winner of each bout is decided by a two-round victory.

In the role of either of the Bogard boys, Terry and Andy, or their pal Joe Higashi you must compete in the martial arts tournament against five of Geese's sinister agents. Only then can you face the big bird himself. Each character has their own set of lethal special moves which are extremely difficult to perform. Here's a look at our heroic trio and their fighting abilities.



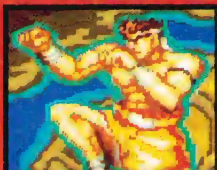
### TERRY

The easiest of the main characters to get to grips with, Terry is adept in the ancient Chinese art of Kung Fu, as well as being able to perform a powerful spinning kick, a super-powered punch and draw lightning from the ground.



### ANDY

Similar to brother Terry, Andy is a kung-fu artist and can perform the trademark Bogard super-powered punch. However, he can also pull off a devastating lightning charge and lethal leaping roundhouse punch.



### JOE

Thai Boxer Joe can fire a whirlwind across the screen. On top of this he can also perform a super-fast repeating punch and an incredible leaping tiger knee-charge. However, Joe's simplest move, a sliding kick, is one of his most effective.



▲ TICKLE MY FEET. THEY WON'T BITE BACK!



▲ HEY? WHO? WHAT? WHY?



▲ LOOK AT THE SIZE OF THAT SNOWBALL!



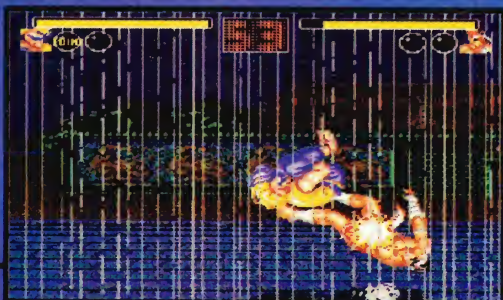


If there is one game that could possibly challenge Streetfighter II for the beat 'em up crown on the Megadrive, then Fatal Fury is that game. This is a very good conversion of the classic Neo Geo beat 'em up. Admittedly the graphics

have suffered due to the Megadrive's limited on-screen colour palette, but apart from that they're really quite good. The backgrounds are less detailed than they could be, but the sprites are massive and very well defined, even if there are a few frames of animation missing. As for the sounds, the tunes are pretty well translated and the spot effects are superb. But gameplay is where it counts, and thankfully it's excellent. Fatal Fury plays extremely fast and the control method is very responsive. The special moves are very hard to get to grips with, especially with the joy-pad, but once you get the hang of it, the game plays beautifully. With three different difficulty levels there is a fair amount of challenge and the two-player game with eight selectable characters is great. Overall, Megadrive Fatal Fury is far superior to it's Super NES counterpart and we can only hope that Streetfighter II follows suit. This game certainly shows that the Megadrive has the ability.



▲ HELLO! I'M THE MAP!



▲ WHAT BANANA SKIN? WHERE? YIKES!

## KING OF FIGHTERS

In order to reach Geese Howard for the final confrontation, our heroes must travel to various locations in Fury City to battle against each of the the mighty rooster's foul feathered finks. Let's take a gander at Geese's gaggle of gangsters.



### WEST SUBWAY

Following strongly in the theme of bird-related names is the Monarch of the Mallards, Duck King. Sporting a spiffy pair of swimming goggles and a smart mohican, Ducky-boy specialises in roundhouse and flying kicks as well as performing a cannonball attack.



### HOWARD ARENA

Living in decaying temple on the edge of town is the master of tongue kung-fu, Tung Fu Rue. Although initially a little Mr Miyagi clone, fluster him enough and he'll transform into a massive hulk with a two-way fireball attack and helicopter punch attack.



### SOUND BEACH

Sun, sea, surf and sock to the chin! Sound Beach is where you'll meet boxer Michael Max. Although he only uses his fists, Max can perform some incredible moves including a dashing punch and a deadly tornado uppercut that throws you across the screen. He must have chunks of rock in those gloves.



### PAO PAO CAFE

The Fatal Fury equivalent of 'Daphne's Coffee Shop', the Pao Pao Cafe is the favourite hang-out of one Richard Meyer. Obviously a fan of Saturday Night Fever, flarey-trousered Rich is one hot shoe shuffler, performing such incredible moves as a hand-stand helicopter kick and an across-the-screen somersault kick.



### DREAM AMUSEMENT PARK

No time to enjoy the water rides and fun slides, not with Raiden around. Looking like an over-weight superhero, Raiden attacks with leaping belly flops and flying head stomps. However, most disgusting of all is his puke attack straight from the gut. Barf Central!



### GEESE BUILDING

The final destination, Big Bird's coop. Awaiting you here is Geese Howard himself. Will he make chicken-feed of you or will you knock the sage and onion out of him?





## FOGHORN VS LEGHORN

As with all good beat 'em ups, Fatal Fury allows you to battle against a human opponent in two-player duel mode. However, unlike in the Neo Geo version, the Megadrive version allows you to take control of any of the baddie characters with the exception of Geese Howard himself. Moreover, you can pit the same characters against each other and select which location you wish to fight in.



## MISSING IN ACTION



▲ PICK A HAND, ANY HAND!



▲ AUNT EM, THERE'S A TWISTER BREWING!



▲ TAKE ME, RICHARD. I'M ALL YOURS!

Unfortunately, two of the original Fatal Fury characters and locations are missing from the Megadrive version. Sorely missed are Thai boxing Hwa Jai from the Happy Park level and Billy Kane in the South Town Village level. To compensate for this, the programmers have included a plotline where you are challenged to fights by the two other main characters at various points during the game. Also, the bonus level from the original game, where you have to kick and punch tyres for bonus points, is gone. In fact, the Megadrive version of Fatal Fury doesn't have a points scoring system at all. However, you'll be pleased to know that this version allows the characters to jump in and out of the background - a feature that was noticeably lacking in the Super Nintendo version.



I've done it! I've finally done it! I won! The long battle is finally over!

▲ POLLY MEET DOLLY. ER...DOLLY, THIS IS POLLY.

## mark's comment



:Before I make any comment on Fatal Fury, I'd better come clean and say that this type of game does very little for me. The one-on-one Streetfighter II style gameplay just doesn't get me excited in the way that it seems to affect the vast majority of video games players. Having said that, Fatal Fury seems to be a pretty well implemented example of the genre and I'm sure that fans of this type of game will get a lot of enjoyment out of it. The graphics are pretty smart and the whole thing plays fast enough for armchair streetfighters to get their high-speed kicks. The biggest problem I had with playing the game was getting my street warrior to perform his special moves - it was hard enough using an arcade power stick, but with a joypad? Forget it! No doubt many hours of button-stabbing and D-pad wangling will bring off the desired moves effortlessly, but to be honest this type of game doesn't make me want to spend any more time on it than I have to. So if you want to read a one-on-one beat 'em up fan's verdict on this game, you'd better read Tom's Comment.

GAME TITLE  
FATAL FURY

REFLEXES

STRATEGY

CHALLENGE

THOUGHT

## % RATING

## PRESENTATION



92

Smart intro screen and excellent options with eight selectable characters.

## GRAPHICS



90

Large well defined sprites and good backdrops. It looks great.

## SOUND



88

Decent tunes and excellent spot effects. Top-notch.

## SHORT TERM PLAY



86

Very playable from the onset although the special moves are impossible to begin with.

## LONG TERM PLAY



82

With the different moves and various characters it'll take ages to master. A great two-player option too.

## MEGATECH RATING



85

The best one-on-one beat 'em up on the Megadrive. Streetfighter II has a lot to live up to.



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**FORMAT: CART  
M-BITS: 8**

**BY: KONAMI**

**PRICE: TBA**

**PLAYERS: 1-2**

**GAME TYPE: BEAT 'EM UP**

**CONTINUES: 1-5**

**SKILL SETTINGS: 3**

# TEENAGE MUTANT THE HYPERSTONE HEIST

**H**ey buddy, let me tell it from a turtle's point of view, because that's exactly what I am, a turtle. None of this Teenage Mutant Hero nonsense. What self-righteous tripe! Why, I knew them when they were no more than terrapins. They used to live with me in this very tank, right here in McGruder's Pet Store. There were six of us: myself, Mike, Don, Raph, Leo and Barry. It was a simple life, every morning Mother McGruder would feed us our daily quota of fish, and in the afternoon the kids from the local school would come in and peer at us, their revolting, greasy faces pressed up against the glass, snot dribbling out of their noses. One of them, a fat, freckly brat, would always reach in and turn us onto our backs. Then one day, he kidnapped Barry, hid him under his coat and ran out of the shop. We never saw Barry ever again. It wasn't long afterwards that some rich kid bought Mike and the others. A couple of weeks later I saw them on the telly, heroes in masks, but I recognised them. Now, I hear, Konami have brought out a Megadrive game of their adventures, a horizontally-scrolling beat 'em up. Bah, what makes them so special? They go to the toilet like the rest of us. Well, mark my words, one day I'll be a rockin' vigilante like them too. In fact here comes someone now. Why, it's Mr Yung from the Chinese Restaurant. I'll bet he'll make something decent out of me. Cowabunga Dudes!



## THE SECRET OF THE OOZE

**T**he evil Shredder is back. Having taken a brief vacation in Dimension X, he has returned with a dreaded new device, the Hyperstone. An incredible artifact that can warp the very fabric of the universe. Using this all-powerful gem he has kidnapped the Statue of Liberty, shrunk it to minuscule proportions and held New York City to ransom. Once more, this is a job for the Teenage Mutant Hero Turtles.

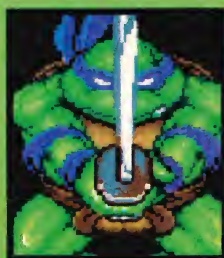
Following a similar format to the highly successful Turtles coin-op, The Hyperstone Heist is a horizontally scrolling beat 'em up allowing one or two players to take on the roles of the Turtles as they track down Shredder from the sewers of New York to his island hide-out. What this makes for is plenty of kicking, punching, slashing and bashing as the hordes from Dimension X seek to soupy our turtlesome pals.



▲ "BLIMEY, I'VE GIVEN BIRTH TO A TINY TURTLE! WHAT A SHOCK - I MUST BE FEMALE, AFTER ALL."

## TURTLEY AWESOME!

**A**s any pizza-loving turtle fan knows, the fab four won't go anywhere apart. Unfortunately though, they're going to have to let go of each other this time around, because the game only allows two turtles on the screen at any one time. Still, all four turtles are up for grabs, so just in case you're the kind of person who can't tell their heroes in a half-shell from their peanuts in a crispy shell, here's a rundown of the crew.



### LEONARDO

Fabled inventor of the helicopter and creator of the most famous smile in history, Leonardo is better identified as the turtle in the blue bandana. Highly skilled in the use of the twin katana swords, Leo (as he is known to his friends) is the self-appointed leader of the team.



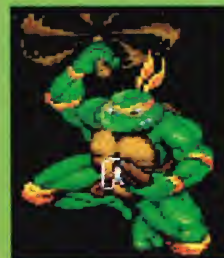
### DONATELLO

He of the purple headband, Donatello is famed in the use of the quarterstaff. Using it as a polevault to propel himself in the air, Don also enjoys spinning it around like a turtle possessed and cracking evil-doers over the head with it. Way Cool!



### RAPHAEL

Hard, heroic, hot-headed and half-shelled, Raphael is definitely the most temperamental member of the team. Dressed in his finest red bandana, Raph uses the blades of his sai to mete out his own particular brand of painful justice.



### MICHELANGELO

Unfortunately lumbered with the gross orange headband, Michelangelo more than makes up for his bad colour taste with a pair of nunchukas. Gripped in his three-fingered paws, these lethal flails are truly in the hands of a master. Mike swings and clubs with them, even deflecting projectiles at times.



# FAST HERO TURTLES: HYPERSTONE HEIST



▲ "OH NO... I THINK I'M GOING TO... GOING TO... GOING TO... SNEEEEEEEEEEEEEEEZE!"



▲ "MAYBE IF I HURL THIS JAVELIN FAR ENOUGH, I MIGHT REACH THE NEXT LEVEL."



▲ "GIVE ME BACK MY BELLY-BUTTON, TINPOT!"



▲ "TASTE MY GARDEN FORK, SCUMBAG!"



▲ "I WANT YOUR PURPLE WELLIES - GIMME!"

## HIT THE HUT!

**B**e it pepperoni, pineapple, spinach or double chocolate toppings, those crazy amphibious dudes just love their pizza. It's fortunate then that scattered throughout the game are just such deep-panned delights waiting to be trounced down by the hungry half-shellers. Normal pizzas just restore our ninja pals' energy to maximum, but munch on a tasty Mexicano with extra bombs on top and your turtle will be transformed into a whirling dervish of Turtle Power, Invincibly spinning around the screen claiming all who get caught in your path. Aye Carumba!

## A WORD IN YOUR SHELL-LIKES

**T**he trail to Shredder's hide-out is a long and deadly one. Starting in the bowels of New York City, our green-skinned compadres track the Hyperstone using their high energy heat detector. This leads them onto the streets to battle foot soldiers and robots, before they take to the waves on their surf-boards for a confrontation with yet more of Shredder's legions, whilst avoiding floating debris such as logs and crates. After exorcising a ghost ship of its dread occupants, our heroes move onto Shredder's hideout where hidden bamboo spears and giant barrels make their journey even more dangerous. Finally, boarding the Terror-Dome, our intrepid turtles must end the invasion from Dimension X once and for all. Once they get inside the craft, they must face freeze-rays, electrocution beams and even T-1000 foot soldiers who emerge from the floor.



tom's comment

There's no doubt about it, Turtles really is a visually stunning game. The animation on the main sprites is superb. There are so many frames of movement, it's just breathtaking. The

Turtles really do look and behave just like they've been lifted straight out of the cartoon and some of their poses are great. For instance, when one of them gets shot in the foot, he prances around yelling 'My toe! My toe!' The whole comedy atmosphere of the game is just spot-on. With racey Turtles sound-tracks and plenty of speech, the whole game really is visually and sonically splendid, and it's excellent fun to play too. There's always plenty of action and it all moves so fast and smoothly. The only problem with the game is that it's all very samey. All the levels are set out in a similar way and the enemies are nearly all the same. i.e. foot soldiers. This makes the game quite monotonous after a while. It's also quite easy. Although there are a lot of moves, repetitive button tapping suffices against nearly all the baddies. Having said that though, Turtles really is a fine game and definitely one of the best beat 'em ups on the Megadrive. Not quite Streets of Rage, but certainly not un-cowabunga.

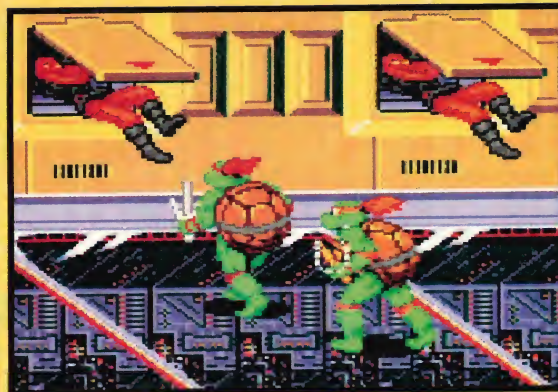
REVIEW





## ● VILLAINS IN NO SHELLS

Many are the dreaded foes from Dimension X that the Turtles must face on their quest to confront the Shredder. For the most part, this means battling against his accursed Foot Soldiers. These masked martial artists come in more colours than M & M's, and each brand has their own special attack. For instance, blue foot soldiers attack using swords, whereas red ones just use their fists. Later levels see the appearance of shuriken-throwing purple soldiers, orange fire-breathing troops and even robots and giant aliens. Reach the end of a level, though, and you'll confront the bosses. On the first level this means taking on the likes of a giant, knife-wielding alligator called Leatherhead. Next up are Rocksteady, a gun-toting Rhino-mutant, and Tatsu, the baldie sergeant of the Foot Clan, before the final confrontation with Krang, the brain in an android body and Shredder himself. Transformed into Super Shredder, he now possesses an anti-mutagen ray that can turn our heroes back into little turtles.



▲ "I DON'T LIKE THE LOOK OF THIS VENDING MACHINE!"

## ● THE GREENS ARE GREENER

Any fan of the Turtles comics will know that the the Turtles in the Saturday morning cartoon show are a different colour from the ones in the books. Sure, they're all green, but in the comics the Turtles vary in shades from a light olive to a dirty brown, whereas in the cartoon series they're all a garish pea-green colour. So what does this have to do with the game? Well, there is actually an option that allows you to select between these colours, so you can play Turtles you want in the colours you love. Totally far out, man!



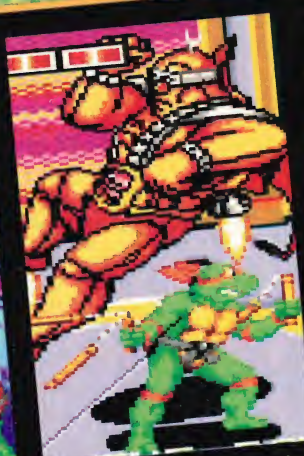
▲ "OKAY, YOU TAKE THE BLUE ONES, I'LL TAKE THE ORANGE ONES."



Helmet Men!



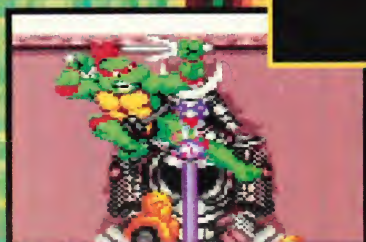
Super Shredder!



Super Krang!



To



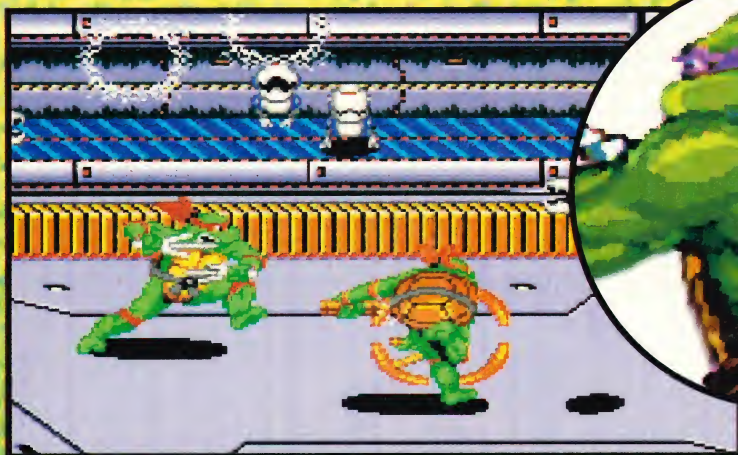


## FROM SLIME TO STARDOM

Unless you've been living on a desert island for the past five years, you could not have failed to notice the incredible merchandising phenomena that is the Teenage Mutant Hero Turtles. Originally a cartoon strip parody of many comic book genres, the Turtles were created by Kevin Eastman and Peter Laird. After a successful transition to the world of Saturday morning cartoons, the Turtles became a massive hit with their action figures exceeding the sales of all other toys. Next followed a big-screen movie of their adventures which was quite poor, but still reaped in loads of cash, spawning a sequel where the fab four rapped along with Vanilla Ice. Most Bogus!



▲ "AIIIIIEEEEEEE - SURFIN' SPLINTERS!"



▲ "I'M BORED WITH ALL THIS FIGHTING, LET'S BREAK-DANCE!"



### paul's comment



This is certainly an auspicious Megadrive debut for Konami. Graphically it's just superb and the Turtle sprites are much better animated and packed with far more action than even the player sprites in Streets of Rage 2! They can copy all the crazy acrobatics and fighting moves of the cartoon Turtles and they're definitely the best thing about this game. The action itself is entertaining, particularly with two players, but unfortunately the similarity between the enemies does make it samey and, apart from the scenery and the actual number of Foot soldiers

on screen, the action in the last level is almost the same as in the first. There's not much finesse to fighting the bad guys either, and you can obliterate most of them just by approaching them and bashing the buttons while the Turtles do their own moves. Even so, I did enjoy playing TMHT, and Turtles fans and anyone who liked Konami's Turtles coin-op should have a lot of fun with it too.

GAME TITLE

TMHT

REFLEXES

STRATEGY

CHALLENGE

THOUGHT

### % RATING

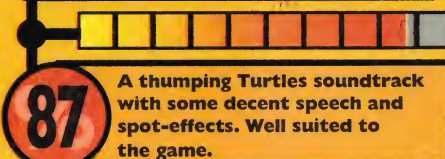
#### PRESENTATION



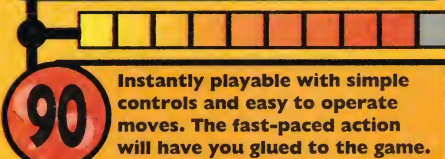
#### GRAPHICS



#### SOUND



#### SHORT TERM PLAY



#### LONG TERM PLAY



#### MEGATECH RATING



REVIEW





# PAPERBOY

**FORMAT: CART**  
**M-BITS: 8**

**BY: DOMARK**

**PRICE: £39.99**

**PLAYERS: 1**

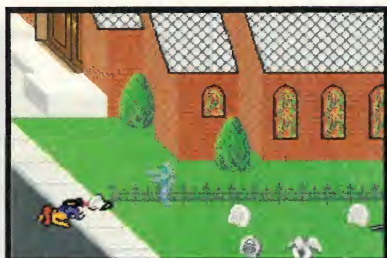
**GAME TYPE: NONE**

**CONTINUES: UNLIMITED**

**SKILL SETTINGS: 3**

## R

ead all about it! Paperboy Returns! Police warn public to stay indoors and seal their letterboxes. Ten years ago Danny Muggins took a newspaper delivery job in the hope of earning extra pocket money – an innocent enough pursuit, but then strange things began to happen. Each night Danny heard strange hypnotic voices urging him to deliver more papers. He tried to resist, but eventually his mind weakened. First he began to sneak rolled up newspapers into school with him, then one night he awoke screaming, a soiled copy of the Daily Sun clutched tightly in his sweaty paw. With each morning's paper-round his behaviour became more erratic. Newspapers were found nailed to doors, put through windows and local pets were found bludgeoned to death with Sunday colour supplements. Driven by fear, the locals tracked him down to his hide-out in a disused power-station and burnt him to death. But his restless soul was never destroyed. Now he has rebuilt himself from the body-parts of non-subscribers and returned to the streets with a vengeance. Let the paper-round commence once more.



▲ SEE ME, SEE ME NOW!



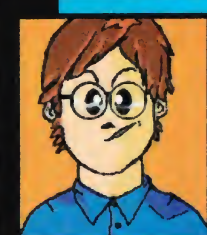
▲ YOU MEDDLING KIDS!

### ● A GREAT TOSS!

Closely following the format of its predecessor, Paperboy 2 puts you in the role of the Paperboy himself as he attempts to deliver the local rag, The Daily Sun, to its faithful subscribers. In true American news-round fashion this means pedalling your BMX through the streets of the neighbourhood, tossing copies of the paper onto the correct door-mats, while avoiding various hazards that get in your way. Extra points are awarded for putting the papers into the mailboxes and for vandalising non-subscribers' homes. Failing to deliver to a customer means a cancellation of their order, and that's bad for business!

### ● IN THE MAILBOX!

Paperboy's job is certainly no milk-round. Amongst the regular annoyances of cars, skateboarding young rascals and jay-walking oldsters are a whole new breed of lethal perils just waiting to de-bike our daring delivery dude, such as the man taking the rubbish out, the fellow who rolls out the tyres and even barbecue man. In a sinister feat of outdoor cooking, this budding chef has a live pig skewered over an open-flame. In fact it's quite possible that Paperboy's neighbourhood has been built over an ancient Red Indian burial ground or a gate to Hades or something, because there are ghosts haunting the graveyards, living scarecrows stalking the local allotment and there's even a horrid beastie lurking in the sewer. It must be something they put in the water.



Paul's comment

It was a good idea of Atari's to dream up coin-ops with unusual subjects, such as Toobin' and Paperboy, but while they were original they weren't particular thrill-packed, and Paperboy is the

proof. This update of the first Paperboy game is a very slight improvement with a few more targets to shoot at, but it's hardly bubbling with excitement. There's not much to the gameplay at all, and there's not much variety either because there are only the three streets and the action doesn't vary enormously from day to day. Presumably the little visual gags are supposed to supply an instant laugh riot, and though they're amusing the first time you see them, the chuckles aren't forthcoming after the third time you've dropped the car on the bloke's head or knocked the old couple off the bench. Even the lady who supplied the digitised speech doesn't sound very interested in this game, and after half an hour of playing it I don't blame her.







CHRWIEL PASS ME THE HYDRO-SPANNERS!

## DAILY SUNS AND DAUGHTERS

The paper delivery service was very much an old boy's club in the Eighties, but with Paperboy's entry into the Nineties that chauvinistic machismo has disappeared. Meet Bride of Paperboy, better known as Papergirl. In complete non-stereotypical fashion, Papergirl can be distinguished by her ponytail and the absence of a crossbar on her bike (maybe). No doubt she goes home to do the cooking and vacuuming afterwards as well.



▲ ALL THE FUN OF THE FAIR!

## GRINGO BINGO

In between delivery rounds, Paperboy can take a ride past the Mondo Mart or through the local fairground, where our pedalsome half-pinter can beat up unicycling clowns, good ol' Uncle Sam and even robbers. At the end of each day's delivery he can also take a ride to the local BMX track in order to negotiate a hazardous race course for extra points. So infamous is this dirt track that completion of it warrants front page news in The Daily Sun.

## tom's comment



When Paperboy first came out it was quite entertaining and certainly original, but that was nearly ten years ago. I'm not saying that the old classics aren't still good games, I just don't think you could justify paying forty quid for them today. As Paperboy goes, this is a good version. The old format works well and the new hazards are all very challenging and amusing. However, as with the original, once you've seen the silly gags once, they're not really funny a second time, and this game is very repetitive. The streets

are basically made up of the same three or four different houses, alternating respectively, and the extra hazards added each day are too minute to provide continued enjoyment throughout the game. I can't say I think much of the graphics either. Sure, they're faithful to the original, but making a game look like a piece of 8-bit budget software for the sake of ten-year old authenticity doesn't cut any mustard with me. There's no reason why Paperboy couldn't have been brought up to date with snazzier graphics and longer, more varied levels. If you're a Paperboy fan you'll certainly like this revamped version. For the rest of us though, this game just isn't what the Megadrive is about.

## GAME TITLE PAPERBOY

REFLEXES

STRATEGY

CHALLENGE

THOUGHT



## % RATING

### PRESENTATION

71

Some simple options and some pleasantly amusing Daily Sun intermission screens.

### GRAPHICS

69

Clear, practical graphics, but they look like they could be on an 8-bit machine and the 3D effect is awful.

### SOUND

82

Some smart, but corny speech and neat spot-effects. Annoying music though.

### SHORT TERM PLAY

70

Pleasantly entertaining and simple to get to grips with. The little gags are amusing too.

### LONG TERM PLAY

54

It doesn't take long to see all there is to offer. There's just no variety or progression.

## MEGATECH RATING

58

A good revamp of Paperboy, but the game has passed its sell-by date.





**FORMAT: CART**  
**M-BITS: 8**

**BY: SEGA**

**PRICE: £39.99**

**PLAYERS: 1**

**GAME TYPE: DRIVING**

**CONTINUES: UNLIMITED**

**SKILL SETTINGS: 3**

**T**he OutRun family of Megadrive games continues to grow. OutRun (1991) and Turbo

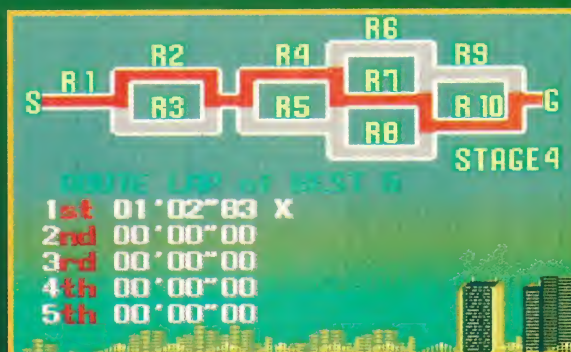
OutRun (1992) have already driven onto the Megadrive, and this latest spawn of OutRun brings the family into the future. So is the OutRun 2019 vehicle packed with more thrillpower than last year's models or is it just a case of built-in obsolescence bound for the scrapheap? A wheelspinner or just a moneyspinner? Let's see, shall we?



As far as technical achievement goes, OutRun 2019 is pretty good. The smooth 3D road routine and the effect of the tunnels, bridges and flyovers make this look superior to most of the other

Megadrive racers. The trouble is, none of these really have any impact on the gameplay at all, and the fact that there's hardly a soul on the road means that this is a game which has nary a thrill to its name. The differences between the levels are... well, there aren't any, actually, except that some seem to have more jumps and flyovers than others and maybe a different colour scheme. They all look a bit bleak which sort of fits in with the futuristic theme but doesn't really go along with the nice, sunny, free 'n' easy jolliness of the previous OutRun games. The only thing which could possibly keep you playing is the possibility of beating your best time through a level and, yeah, well, gripping it ain't. With that in mind the decision to put a battery in the cartridge so you can save your best times and keep full replays of boring races seems very strange. If I were you I'd spend the forty sovs on Electronic Arts' Lotus Turbo Challenge and forget this trip into tedium.

**paul's comment**



▲ WAY TO GO! IT'S THE NUMBER 19 BUS ROUTE.

## ● BOTTOM GEAR

Controlling the car in OutRun 2019 is so easy a one-toed sloth could do it (if such a creature existed). Push B for throttle, A for brake, while C changes gear (from high to low or vice versa - there are only two of 'em) if you're using the manual gearbox. There is a turbo, but it just cuts in automatically when you reach maximum revs - unfortunately, you can't control your turbo thrusts.



▲ "OH NO, WHERE ARE MY WATER WINGS?"

## ● SUNDAY DRIVER

With the difficulty setting on Easy, it's just like taking a Sunday drive - there are only a few vehicles on the road (all going the same way as you), and it's merely a case of keeping your wheels on the tarmac to reach the checkpoints. There are more cars about on the Hard setting - they do tend to block you out when you're trying to pass them, but their ramming antics aren't psychotic enough to keep up any road-hogging duels. Come off the track on a bridge or after a heavy shunt with another car or immobile piece of roadside scenery, and you'll have to resume from a standing start (usually the kiss of death for reaching the checkpoint). Usually, however, you can bounce off other cars, roadside telegraph poles, etc if you don't hit them head-on - your rubber car bounces off, only suffering a loss of kph as a result.





## ● ALL THE WORLD'S A STAGE

You can select which one of the four available stages you'd like to play before starting, but you'll have to start off in a tunnel whichever stage you choose. The amount of checkpoints increases gradually as you progress from Stage One through to Four, and the variety of routes you can take increases accordingly. The roadside scenery varies from checkpoint to checkpoint, taking in many different world locations. In some sections you can start off driving through Egypt, cross a bridge and end up in Greece – a testament to the incredible high-speed travel of the near future, perhaps? There are also some night-time driving sections, but if you love the challenge of driving in bad weather conditions you're going to be disappointed – it's dry roads all the way.



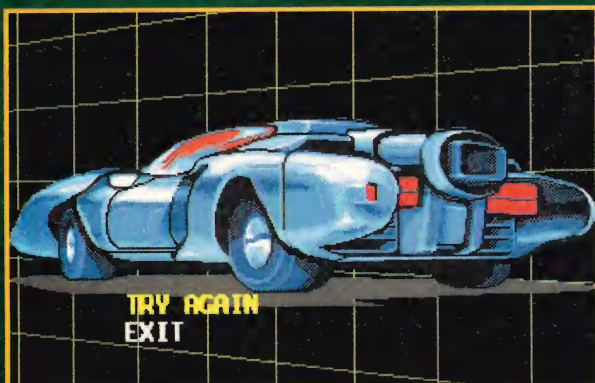
## ● CHECKPOINT CHARLIE

OutRun 2019 uses the familiar 'checkpoint' system of against-the-clock racing. The four stages are broken up into a gradually increasing number of sections, each of which has a set time limit. Reach the checkpoint within the time allowed and you can motor on towards the next one, but if you run out of time you'll come to an embarrassing halt in the middle of the road with a distinct lack of 'very nice men' from the AA around to help you out. If you fail to complete a stage, you're flipped right back to the start of that particular stage to try again, because you're obviously so crap you need to be taught a lesson.

## mark's comment



It seems that the programmers of OutRun 2019 have thrown all their eggs into one basket, putting all their efforts into producing a driving game with a convincing 3D 'driving into the screen' effect and good scenery to give a realistic sensation of speed. They certainly succeeded in that, but in the process they seem to have forgotten about the sound and gameplay elements. Compared to Lotus Turbo Challenge, there is definitely a greater impression of speed in OutRun 2019, but there's a distinct lack of any race feeling too – it hasn't even got a two-player mode! It also shares the 'checkpoint' system which is used to make you pump cash into the machine. I really don't feel this system has a place in car 'racing' games released for use on home computers – invariably, it turns the gameplay into a joyless, frustrating time trial, as it does here. After driving through a few stages, there's a real danger of falling asleep at the wheel – the crummy background tunes, crap sound effects and boring crashes are barely enough to keep you awake. As for the Battery Save/Replay option for races, it seems completely pointless – the game isn't complicated enough to warrant needing it. You can't re-enter a race using this Replay option, you can just watch it and enjoy that full 'stuck in the back seat on a long car journey' feeling. Snore.



## ● BATTERY CHARGER

Each time you finish a game, you're given the option to save it to a battery back-up, which can store up to five games and record times for each stage. It is then possible to replay the whole game, while you sit back and watch, for that full 'back seat driver' effect. Phew!

## GAME TITLE OUTRUN 2019

REFLEXES

STRATEGY

CHALLENGE

THOUGHT

## ○ % RATING

### PRESENTATION

60

Poor options screen, no two-player mode and pointless save game feature.

### GRAPHICS

75

Smart scrolling scenery, good sensation of speed, but hardly any other cars around.

### SOUND

50

Crap tunes, feeble sound effects.

### SHORT TERM PLAY

69

The speed sensation might draw you in for a start...

### LONG TERM PLAY

50

... but the dull gameplay could send you to sleep at the wheel.

### MEGATECH RATING

59

Technically proficient driving game with little to offer in the thrills 'n' spills department.







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## QUESTIONS

- 1 Which animal is the star of Sega's top-selling Megadrive game?  
a) Irving the Water Buffalo.  
b) Sonic the Hedgehog.  
c) Kevin the Duck-Billed Platypus.
- 2 What is the name of the sea creature featured in a recent underwater-based game?  
a) Nobby the Narwhal.  
b) Bruce the Killer Whale.  
c) Ecco the Dolphin.
- 3 What implement do you use to hit the ball in the game of baseball?  
a) A bat.  
b) Your head.  
c) A pair of trousers.



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**FORMAT: CART**  
**M-BITS: 8**

**BY: KANECO**

**PRICE: IMPORT**

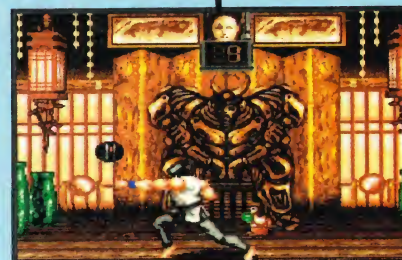
**PLAYERS: 1-2**

**GAME TYPE: BEAT 'EM UP**

**CONTINUES: 5**

**SKILL SETTINGS: 1-8**

**H**ere is the tale of Joe and how, from being a bed-ridden weakling he became a mighty warrior. As a child he would stare through his bedroom window and dream. All young boys have heroes and Joe was no exception, although his hero was slightly different. It wasn't a film star, a rock singer or even a boxer. No, it was his granny. She who baked the finest cookies in the county and was also a rippling powerhouse of muscle. Each morning she would come in from toiling in the fields and, after spoon-feeding Joe her special gruel, she would lift his dainty body onto her shoulders with one arm and take him for a walk in the countryside. For ten long years Granny cared for Joe in this way, until eventually he was nurtured into health. In her later years, it was Granny who was carried on the shoulders of the now mighty Joe. When her time came, she called Joe over to her bed and told him to take on the greatest warriors in the world - he must become the top fighter. 'Go get 'em Sonny!' she gasped before expiring.



## ● 'AVE THE LOT O' YERS!

Each character in Deadly Moves is equipped with two unique special moves which can be performed with devastating results. These special moves can be operated by pressing punch and kick together whilst moving in a specific direction. For Joe, this allows him to produce a devastating fireball from the palms of his hands and also to perform a flying charge. Other characters like Gao Luon use weapons like razor sharp

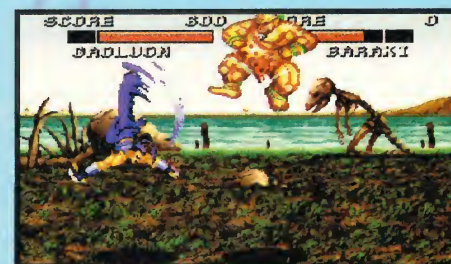
boomerangs, whereas the fearsome Baraki can fire himself across the screen like a cannonball. One of the most impressive special moves is Bu-oh's incredible Dancing Smoke move which teleports him to a new location on the screen. However, for sheer panache the loveable Warren comes up trumps with his strangely-titled 'Big Wednesday' shoulder charge (best served with medium fries and a small soft drink).

## ● COME ON THEN!



▲ BOYE AND GIRLS COME OUT TO FIGHT.

In order for Joe to become the number one warrior in the world, he must first defeat eight other opponents in mortal combat. In true beat 'em up style, this means battling against each opponent in a one-on-one fight with the first combatant to claim a two-round victory being declared the winner. With opponents harking from all four corners of the globe, each battle takes



▲ LET'S PLAY SPOT THE DINOSAUR.

place in a different exotic location. In Africa, there awaits the mighty chieftain of the mysterious Opa Opa Tribe, Baraki Kimera. Spain have their star matador, Nick, up for grabs. All clicking heels and maracas this fellow. But a big Aloha to Hawaii and their very own master fighter, Warren. A more cheery, beery fool you could never wish to meet.



**paul's comment**

Having just finished playing Fatal Fury, I didn't think much of Deadly Moves when I first started playing it. Compared to Fatal Fury it looks pretty ghastly (except for the backdrops, which are very well done) and the fact that each character only has two special moves counts against it as well. However, I suppose its simplicity is its strength - all the moves are pretty simple to pull off, so it's a very easy game to get into and after a while I found myself quite enjoying it. Unless you have another player to beat up, the fun doesn't last too long, though, because it doesn't take long to master two special moves and it's just too easy to get to the last guy. If you really can't wait for Streetfighter II spend your money on Fatal Fury, because that's got far more to it.

Thanks to Interactive Consoles for their loan of the Deadly Moves cartridge used for this review. For more information, they can be contacted on 0206 369421.



# UES



## ● YEAH? YOU AND YOUR MATES!

In one-player mode you can only control Joe as he fights his way to final battle against the world number one, a mighty warrior known as Ranker. However, in two-player mode both players can select from the full compliment of eight fighters complete with their special moves, and pit

any combination of them against each other. Unfortunately though, you and your opponent cannot select the same warrior. This is a shame, because it means that only one person at a time can taste the full delight of the 'Big Wednesday'.



▲ "ARE YOU SURE YOU'RE DOING IT RIGHT?!"



▲ "THIS POSITION WASN'T IN THE MANUAL?"

## ● YOU'RE ASKING FOR IT!

Whenever an opponent is defeated in Deadly Moves, Joe's fighting statistics are bumped up by various degrees. This means that as the game progresses, he becomes more and more adept with increased speed, harder punches and extra energy. Previously defeated opponents can also be re-challenged in order to specifically enhance a particular fighting quality. So if you're having trouble defeating a certain opponent it may be worth going back to old opponents to increase your fighting calibre.



▲ "THE GOLDEN JOCKSTRAP IS MINE!"

## tom's comment



I first played Deadly Moves in its Super NES incarnation as Power Athlete. It was an okay game then and that's all it is now. The fighting action is initially quite entertaining and the special moves are extremely easy to pick up. The problem is, the game is quite simple. There's very little variety in the moves and the special attacks are extremely basic. It doesn't take to long to see what all the characters have on offer and then there's little more to learn. Also, the game is very easy, I completed it in a couple of hours and with the password system, you can go right back to the final boss any time you like. Graphically, the game isn't bad. The Mode 7 backdrops have been faithfully translated from the Super Nintendo, but they are all a little boring and the main sprites, although quite large, are quite jerkily animated and slow. With Streetfighter II slated for Megadrive release, any other beat 'em up needs to be extra special to make its mark. Good as Deadly Moves is, it isn't particularly special. Fatal Fury is a far superior choice to go for right now, but I'd save my cash for the big one, Streetfighter II.

## GAME TITLE DEADLY MOVES

REFLEXES

STRATEGY

CHALLENGE

THOUGHT

## 78 RATING

### PRESENTATION



78

Basic options and a password system. The standard character selection screens are there too.

### GRAPHICS



79

Big sprites, but they move quite jerkily and slowly. The backdrops are quite boring too.

### SOUND



81

Some reasonable tunes and the usual punching, kicking and screaming effects.

### SHORT TERM PLAY



85

With extremely simple moves the game is very easy to pick up and quite a laugh.

### LONG TERM PLAY



76

This game won't keep your interest for long, but the two-player option's quite a laugh.

## MEGATECH RATING



79

A fairly decent beat 'em up, but it doesn't compare to the likes of Fatal Fury



REVIEW





# BATMAN REVENGE OF THE JOKER

**FORMAT: CART**  
**M-BITS: 8**

BY: SEGA

PRICE: IMPORT

PLAYERS: 1

GAME TYPE: PLATFORM

CONTINUES: INFINITE

SKILL SETTINGS: NONE

## BAT ATTACK

The Caped Crusader has several different types of attack at his disposal. There's the Batkick, which can be combined with the Batjump to produce the baddie-defeating Flying Batkick (or alternatively, if you time it wrong and get touched too many times by a baddie, the Batdeath). However, for ducking

below enemy fire and getting at those hard-to-reach baddies in a hurry, the Batslide is just the ticket - our favourite superhero does a bonecrunching slide-tackle that Vinny Jones would be proud of, dispatching all the evil henchmen in his way (that's if you time it right, of course).



▲ OH NO, I FORGOT MY BAT THERMALS!"



▲ LIGHT BAT TOUCHPAPER AND RETIRE!

**H**oly Hatstand! That crazed comical criminal The Joker is on the loose in Gotham City again. The mental supervillain and his crooked cohorts have been stealing toxic metals that could be used to make explosives for missiles, and the city police are at the end of their tether. They've tried every possible way to thwart the evil prankster, but to no avail. There's only one thing left to do - call Batman for help! Playing the part of the Caped Crusader, you must track The Joker down to his secret hideaway and put an end to the madman's mischief-making. Seven levels of platform-based mayhem have to be battled through, with the Joker's henchmen and bosses making your progress through each one as difficult as possible. And you've got to do it without the help of Robin or Commissioner Gordon!

## BAT BACKPAGE

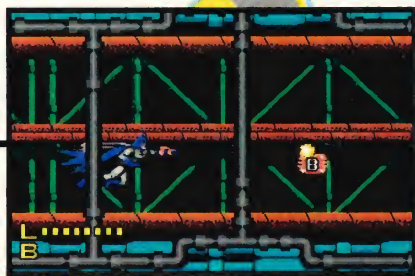
When Batman blasts certain baddies, they'll leave behind a glowing capsule. These can be picked up and saved in the Caped Crusader's backpack. Each time one of these Backpack Energy Capsules is picked up, it will register on the gauge at the bottom-left of the screen and when he's got eight his energy gauge starts to flash. Pressing A, B and C at the same time makes Batman glow gold and become invincible to any enemy... but only for a short while.



## marks's comment

This is the third Batman game to make its way onto the Megadrive, but it's the only one to show Batman as he was depicted in the classic comic books and TV series. The main sprite, with blue cape, cowl, pants and boots over the grey body stocking emblazoned with the Batman

logo really looks the business, and his superhero pose when you leave him with nothing to do for a while is just excellent. In fact, the graphics are pretty good all round, especially the level where the Caped Crusader flies smoothly through the air at great speed (unfortunately it's just a short flit). So I reckon that any fan of the original Batman worth his/her salt will love the look of the game, but what about the gameplay? Well, I'm afraid it's fairly standard fare - hop onto platforms and over obstacles, pick up a series of weapons and blast the baddies with 'em. The invincibility factor from the Energy Capsules adds a certain something but, added to the fact that unlimited continues are available, it means that the game can be a bit too easy to finish. I do love that Batman sprite, though!



▲ BATMAN GOES SUPERSONIC.





# REVENGE OF JOKER



▲ CHECK OUT THIS SUPERHERO BAT POSE!



▲ JUST THE CURE FOR THAT SORE BAT THROAT – GARGOYLE, GARGOYLE.



tom's comment

Of all the Batman games I was looking forward to this one because it's actually based on the comics. I can't say I'm that impressed with what I've seen. The graphics are okay, but, it all looks very grainy and the colours are particularly garish.

Apart from this sad colour scheme there are few other comic book elements to the game. However, the action is pretty good fun and the flying sections help break up the game a bit, but it's very frustrating. Batman slides all over the place when performing his kicks and it's very easy to accidentally slide off a ledge. Also, there's a major playtesting fault regarding the invincibility Bat capsules. With unlimited continues, Batman can just keep dying and build up a massive horde of these items. This makes defeating the bosses very easy if you've got the patience and it takes all the challenge out of the game. A shame really, because it wasn't for this fault and the password system, Batman would be a rock-hard challenge. As platform beat 'em ups go, this is a pretty good example, but when it comes to Batman games I think Batman Returns wins for variety and challenge.

## BAT PROJECTOR

Besides his physical attacks on the Joker's thugs, the saviour of Gotham City can also use his Wrist Projector. No, it's not a device with which he bores the baddies to death with home movies, it's Batman's special wrist-mounted, weapon-firing gadget. He starts off each level with a basic weapon, but can pick up various

exotic forms of ammunition by giving the packing cases littered around each level a good booting and picking up the ammo icons they leave behind. Each type of ammunition can be powered-up in the time-honoured fashion by holding down the fire button for a few seconds and then releasing a good blast.

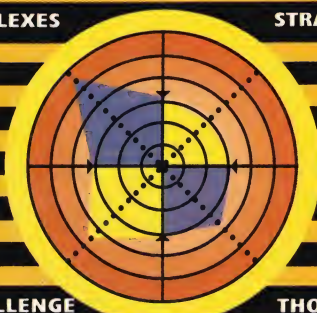
## GAME TITLE BATMAN REVENGE OF THE JOKER

REFLEXES

STRATEGY

CHALLENGE

THOUGHT



## % RATING

### PRESENTATION



75

Excellent intro screen. Passcode option is good, but options are limited.

### GRAPHICS



80

Excellent Batman sprite. Well-drawn, chunky baddies. Good flying level.

### SOUND



70

Some good stomping backing tracks, but generally not beefy enough.

### SHORT TERM PLAY



75

With cool graphics and simple gameplay, it's easy to get into.

### LONG TERM PLAY



68

Unlimited continues & the invincibility factor means it won't take long to finish.

## MEGATECH RATING



75

A good-looking, nasty-blasting platformer with a great Batman sprite. Nothing new in the gameplay department,

REVIEW



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# TECHNIQUE ZONE

And the tips just keep on coming! Yes, once more we've been inundated with sackloads of tips from all you people out there in MegaTechland, and you're living up to the reputation that you're simply the best players around. But don't just take our word for it – check them out and feel the quality for yourself, from Streets of Rage II to Ecco, via Chakan, Alien 3 and all points in between, they're the cream of the crop.

And don't forget – this is **YOUR TIPS SECTION**, so if you think you've discovered something new and special, send it in to us, whether it's a tip, cheat, map, complete solution or even just an weird little quirk you've found in a game. The place to post your stuff to is: **TECHNIQUE ZONE, MEGATECH, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.**



**GALAHAD**  
TZ11/14  
JASON LAKE

Jason has donned his suit of shining armour and nipped in to save gamers in distress over Galahad. "For infinite lives," quoth he, "use the code LTUS. Now press A, B, C and Start, then you'll skip to the next level." Short but sweet, eh?



**CRUEBALL**  
TZ6/14  
KIRK,  
AYLESBURY

Kirk plays in a band called Spidereen, and has sussed a way to notch up loads of balls in this rockin' pinball game. (By the way, thanks for the jolly card and sorry we couldn't make it to the gigs, Kirk.) Anyway, here's his eight-point plan on how to 'do it'.

- 1 Complete level one.
- 2 As the ball returns to the top screen, the gate raises to block the ball from falling into the middle screen.
- 3 Craig appears and starts to move back and forth between the two rail openings.
- 4 Now, as Craig crosses the central notch, jam the ball between the flippers and the side wall, release the ball and fire the ball at the far side of the wall to the flipper you're using. As Craig returns, the ball should jam between him and the wall, hitting him 3-5 times.
- 5 Carry on doing this until Craig explodes and you get a free ball.
- 6 Another Craig appears!
- 7 Repeat this process until you're bored stupid – you shouldn't lose the ball, you're not shooting at the feeder rails and the gate stops the ball from falling down.
- 8 Now use all these balls (10-15 is ample) to the best advantage and shoot down everything you can see.

So there you go – it's that simple.



**ECCO THE DOLPHIN**  
TZ7/14  
JUSTIN  
WORTLEY, YORK



"Hello," says Justin, "if you put in the following codes, not only will you be able to go to almost any level, you will not have to keep looking for more air. AAAAAAAA = The Undercaves AAAAAAUU = The Vents AAAAAA00 = Open Ocean AAAAAAWW = Marble Sea AAAAAAII = Origin Beach AAAAAAFF = The Machine Type six A's and any two letters to send you to a different level, and these codes are really quick to enter." Good work, Justin.





## THUNDERFORCE IV TZ4/14 LEON EVANS , ABERDARE



Thanks to Leon for providing this tip, which is a follow-up to issue 14's loadsaweapons tip. Once you've got all the weapons, press Right and you'll get the claw (or the Thundersword, if you've already got past level five). In the Bio-base, there is an enclosed room at the top of the screen, after the blue mini-boss with the swing tail. To make the items appear, use Hunter or Freeway - you'll get killed trying to get into it unless you've got a shield, but once you're in there are numerous items to be had, including 1-up, shield and claw.



## JOHN MADDEN '92 TZ5/14 LEON EVANS & ANDY

Leon steams in with more smart tips for Madden '92... he takes the ball, and he's running: "For a long pass, choose Normal, Pro-form and Cross Pass, snap the ball, roll out to the left by the sideline, and Receiver A will run directly up the screen. Wait until he goes off the screen, lob the ball to him and hey presto! - a huge gain. For a long run, choose Fast, Near, Toss Right or Fast, Pro-form, Toss Left, run as close to the sideline as possible and make sure to spin off the defense. If you want an easy sack, choose any formation, stay as the player you are and move him to the line of scrimmage. Now move the other defensive linemen away from the middle to leave a big gap. Move away from the line just enough, so that you're not crouching down, and when the ball is snapped the offense goes to the edges at the

line of scrimmage, leaving a huge gap down the middle for you to run through and stamp over the quarterback's face." Yeah, very nice, Leon.

And here's another quirky little tip for what the mysterious Andy of Roudham calls "the best sports sim so far". Here's what he has to say: "I only recently discovered a little trick which occurs 'AFTER' winning the play-offs. Using the code DSKCPLCP to play as Chicago in the final, at home to Houston, you will find that once you've beaten Houston and the final score appears over the view of the stadium, the crowd will run onto the pitch and push over the nearest set of goalposts. Wait about five seconds and the sky above the stadium will erupt with a fairly smart-looking firework display." Crazy.



## STREETS OF RAGE II TZ1/14 TIM CREAMER, JON GOULD, CHRIS WOOLCOCK & OLIVER MOULD

Tim 'Unfortunate Surname' Creamer of Romford has sent in a tip to help you get further in Sega's top-class beat 'em up. In fact the same principle can be used to give a similar effect in most two-player games. What you do is plug in both joypads, but select One Player mode and start playing. The "2-Up Start" message will appear in the top-right corner, so when you're about to die press Start on joypad two (or switch your joypad into port two if you've only got one) and you'll be able to carry on from where your first character bit the dust.

Oliver 'Fun Guy' Mould of Guildford and Chris Woolcock of Wolverhampton have both tracked down the secret locations of extra lives in the same game - all you have to do is find them and then press B to pick them up. There's one right at the start of the first level, hidden behind a bin at the

bottom-left of the screen. On level two, as soon as you come out of the truck, walk to the top-left corner of the screen to score another 1-up, and finally, on level three, an extra life can be found in the ghost house, just below the mid-level boss who's chained to the wall and swings from side to side. Cheers for those, chaps.

Ad here's an interesting little morsel from Jon - a KO count for Sega's streetsy beat 'em up. Apparently, if you press C, B and then A on the high score screen, it will show you how many people you KO'd during the game. Punchy!



## TERMINATOR 2 TZ2/14 MARK WOOD, CRAWLEY

Mark has proved he is worthy by sending in this level select cheat for Termie 2. When "Press Start" appears onscreen, press Up, Down, Left and then Right three times (or until you hear Arnie say "Excellent"). Start the game as normal and then, during play, pause the game and press B and C together. This will take you to the end of the level, where your performance is analysed. This can be repeated on every level.





### ALIEN 3

TZ10/14  
ENDA MCELDUFF,  
IRELAND



Enda has sent in a smart level advance cheat for Alien 3. Here's how it goes: "When the game starts, go to Options, plug in a second joystick and press C, Up, Right, Down, Left, A, Right, Down. You should hear a noise. Select what you want from the Options screen and then start the game - now you're on level one. If you don't want to be on level one, just pause the game and press C, A, B - lines should come down the screen - unpause and you should now start on level two. You can keep on doing this to see the end of the game, if you want."



### LHX ATTACK CHOPPER

TZ3/14  
MARK BRETT,  
BRADFORD

Mark's sussed out a way of shooting down aircraft when you've run out of Sidewinder rockets, so it's over to you, Mark: "From the 'Cockpit View', select Sidewinder and get a lock on the aerial target. Now change to 'Plane to Target View' and you should see your LHX and the target aircraft. Change selected weapon to Hellfires and these will remain targeted on the aircraft, regardless of any ground targets in range. You're now free to deal out some laser-guided death! The only problem is that the 'P to T' view doesn't give a percentage hit chance, so you'll have to guess when the target is in range. Oh well, c'est la vie." Tres bon, Mark, tres bon!



### WWF WRESTLEMANIA

TZ13/14  
RICHARD BARTLETT, GARETH  
PEMBERTON

Richard 'Spangly Trunks' Bartlett of Stalbridge, Dorset enters the ring with a tip for how to beat a computer-controlled player when you've selected Shawn Michaels or Papa Shango. "When the bell goes, go straight to the corner and climb up on the ropes and wait until the computer makes its man walk away. Then walk down off the top rope and press A and C to get your opponent with your special move. Keep on repeating this until he has no energy left."



Gareth Pemberton of Parts Unknown (sorry, we can't seem to find your address, but you know who you are) sent in this tip for defeating a computer-controlled player with any wrestler you care to choose. Grab your opponent near the ropes and throw him out of the ring by pressing C continually. Once you've he's on the floor, go out of the ring yourself, run to the middle of the screen in front of the ring and stand there. Your opponent will get up and run along the front of the ring at you - you must drop-kick him and walk to the other side of him. This time, when he gets up and runs at you again you can drop-kick or clothesline him. Now, when he's on the floor, walk round to the side of the ring and stand in the middle - your opponent will not be able to get past you. As he went out of the ring before you, his time will be longer than yours, so you can get into the ring before your time has expired and he will be counted out." Devious, Gareth, devious!



### EVANDER HOLYFIELD BOXING

TZ9/14  
GRAEME DICKSON,  
STIRLING



Graeme 'The Beast' Dickson has come out fighting with these heavyweight hints for Evander Holyfield. Okay, Graeme, sock it to us: "To get a boxer as good as Holyfield, choose Career mode and create a new fighter called 'The Beast', then go to End. A green boxer should appear, with full energy bars. To win a match without fighting, press Start and go to Resume, press Start and then go to Quit. You should win the fight and get to choose three items in the gym." Knockout, Graeme.





## CHAKAN

TZ8/14

NEIL ROWNTREE

Neil has proved himself to be a true Forever Man by sending in these smart Chakan tips.

Firstly, he's found out what the different combinations of potions do...

2 Blues: Invisibility

1 Blue, 1 Green: Slow Down Enemies

1 Green, 1 Red: Fire Bombs

2 Clears: Restore Energy

1 Red, 1 Clear: Cold Fire Sword

2 Green: Air Sword

2 Red: Fire Sword

1 Blue, 1 Clear: Super Jumping Boots

1 Blue, 1 Red: Earth Sword

2 Clear: Reverse Hour Glass

1 Red, 1 Clear: Creates a Restart Point

1 Green 1 Clear: Invincibility.

Secondly, he's sussed out where to find the weapons...

Grappling Hook: Water Part 1

Hamer: Air Part 1

Scythe: Fire Part 1

Axe: Earth Part 1

|       | Level | Green | Clear | Red | Blue |
|-------|-------|-------|-------|-----|------|
| EARTH | 1     | 2     | 1     | 0   | 1    |
|       | 2     | 0     | 1     | 1   | 0    |
|       | 3     | 1     | 1     | 0   | 0    |
| WATER | 1     | 1     | 1     | 1   | 6    |
|       | 2     | 1     | 1     | 1   | 0    |
|       | 3     | 0     | 0     | 0   | 2    |
| AIR   | 1     | 1     | 7     | 1   | 0    |
|       | 2     | 1     | 1     | 1   | 1    |
|       | 3     | 0     | 0     | 0   | 0    |
| FIRE  | 1     | 0     | 2     | 2   | 0    |
|       | 2     | 0     | 1     | 1   | 0    |
|       | 3     | 1     | 1     | 4   | 1    |

Thirdly, he's compiled a table showing which potions can be found on each level of the Terrestrial Plane (although he points out that some of these potions only appear when you kill the bosses)...



Finally, he rounds off his Chakan spectacular with a hint on killing those hard-to-remove bosses: "Use either the Invincibility or Invisibility potions and aim for the head. After about eight hits, the boss should die."



## SONIC 2

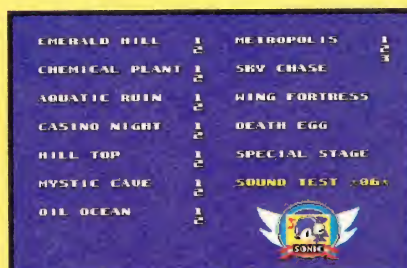
TZ12/14

A CAST OF THOUSANDS

Every other letter to Technique Zone this month seems to have contained these cheats for Sonic 2, so we guess we'd better print 'em. To get Supersonic without having to collect all the Chaos Emeralds, enter the level select cheat printed in last month's issue (FIG 1) and go to the level select Sound Test menu. Now select the following tracks in this order: 04, 01, 02, 06. Now select the level you wish to play. Collect 50 rings and Voila! - you're Supersonic (FIG 2).

Also, here's how to get yourself 14 continues. Go to the normal options screen (FIG 3), select the Sound Test and choose the following tracks in this order: 19, 65, 9, 17, 1, 1, 2, 4. Start the game by moving up to the player select and pressing START. Now should you lose all your lives, you'll find yourself with 14 continues (FIG 4).

**STOP PRESS!** A cheat for Sonic 2 that we haven't heard of before just rolled into the office, sent in by Sonic slaves Steven Hatton and

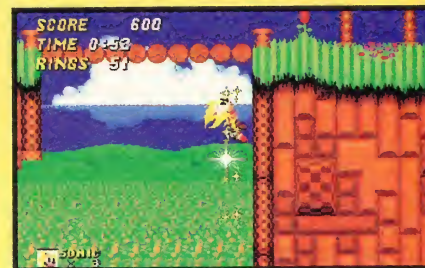


▲ FIG 1: THE LEVEL SELECT

David Smith of Stockport. "For extra lives on the first level, first activate the Level Construction cheat (also printed in last month's issue) with Sonic and Tails. Then go to the first level and go to the first bridge. The person playing Sonic should turn Sonic into a masher (the fish) and press C continuously and rapidly (FIG 5). Then get a friend to play Tails with joypad two and make Tails bounce on all the fish - see your lives go up as he does it."



▲ FIG 4: 14 CONTINUES!!



▲ FIG 2: SUPERSONIC IN EMERALD HILL ZONE!



▲ FIG 3: THE NORMAL OPTIONS SCREEN.



▲ FIG 5: GET TAILS TO SMASH THE MASHERS!



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# MEGA MAIL

**Howdy Folks, Tom here! Spring has arrived and you sure can feel it. Even as I sit here in MegaTech Valley, the birds are twittering in the trees and the rabbits are frolicking in the long grass. Boy, do they look frisky. Hey, I think I just saw an Imp of Spring collecting the dew from inside a daffodil. I hear that they sell the bottled dew to Jack Frost and he uses it to make snowflakes. It's just a rumour, mind. Well, Easter is coming and the eggs are getting fat. In fact on the MegaTech Ranch we've got special Fortune Hens, free-range of course. These wonderful chickens lay eggs with MegaMail letters inside. It's true you know. In fact, I'm off to collect a basket of mail-eggs right now. I'm quite fussy though, I throw away all the odd-shaped or funny-coloured ones. They always smell poeey when I open them. Mind you, sometimes my favourite hen, Gerty, lays golden eggs. Don't tell Paul, but I pocket those ones for myself. I'd never sell them though, because I love Gerty. Anyhow's your father, here's the address to send your letters and questions: MegaMail, MegaTech, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Why, I think I just heard the first cuckoo of the year. Ha, ha, I love spring.**

## A SLAP ON SEGA'S BACK

Dear MegaTech,  
I can forgive you for putting a picture of Nigel Winterburn on your front cover (we're all entitled to our delusions). I can forgive you for rating Mickey and Donald so highly (we're all entitled to our illusions-geddit?). And I can even forgive you for (apparently) binning all my competition entries. But how could you possibly 'lose' my name in printing my letter? Lax, boys, lax.

Your comments about Sega's new reviewing policy were very interesting. Most other magazines behaved like children who'd been sent to bed without so much as a sniff of an intro screen. This churlishness is especially strange since the cavalier attitude of such magazines probably contributed in no small way to Sega's decision in the first place. When a magazine like Mega prints six pages of Sonic 2 tips before the game is even on the shelves and then has the cheek to agree with everyone that it's far too easy must sincerely p\*ss Sega off.

**Being sent pre-release cartridges was always a privilege and never a right. To bleat on about editorial independence and reviewing integrity doesn't fool anyone-all they're concerned about is losing their street cred (which only sad people do nowadays). To say that accurate reviews under the present circumstances are impossible is simply untrue. QED your reviews of Ecco and Ariel.**

**Well done boys. And (for once) a slap on the back for Sega as well.**

**ERIC CHAPMAN, NORWICH**

**Admittedly, certain other magazines did whinge a bit about Sega's review policy, but I wouldn't go as far as to pat Sega on the back. Due to the lack of access to the games, it meant that we had to spend a lot more time and effort to review games to the same standard, but that's our problem and not yours. I wouldn't buy a magazine that didn't cover the games I wanted, no matter how much they made excuses. After all, just because there may be a**

**lack of news on a particular day, it doesn't mean that the newspapers can get away with printing no news and explain it away as a bad day. As journalists, we have a duty to bring you the information you want and that's what you pay for.**

**Thankfully though, Sega have seen sense and have recently relaxed their restrictions on the access to new games and as such, we have been able to review all their new games right here in our own offices. So, that should put an end to this sorry business for good.**

**Oh, and sorry about losing your name. It was all my fault. If you could see how messy my desk is you'd understand.**

## Q + A

Dear MegaTech,  
I have a few questions for you.

1. When will the Mega-CD be coming and what software will you get with it?
2. My friend Matthew Scott has got some money and he reckons that he should buy a game now. I keep on telling him not to and to wait for some really good games to come out. Please can you say if he should get a game now or not.
3. Will you send me a signed photo of the crew at MegaTech?
4. I swap games a lot. My parents think it is a waste of money to swap a game for a fiver. Do you think it is worth it?

P.S. Your magazine is brill, smart, sorted and wicked.

**PETER MAYBURY, HALESOWEN**

**I have a few answers for you.**

1. **Take a look in our Mega-CD feature this month for all the information you need.**
2. **It's up to your mate whether he wants to buy a game now or not. There are plenty of really good games out right now (check out the games index) and if he sees one he likes he may as well get it. If he hangs around waiting**

**for better and better games to come out he'll be waiting forever.**

**3. What!!! You must be sick in the head. What do you want one of those for? Gross!**

**4. I'm unsure of what you mean. Do you use the facilities of a cartridge exchange club at a five pound fee or do you sell your games for a fiver? If you're swapping your old games for new ones and feel that you're getting a better deal than if you bought new games at full price, then of course it's worth it. However, if you're selling games that you previously paid £35-40 for, at only five pounds each, then you're mad as a bicycle. Mind you, bearing in mind question three I'd say we'd already established that fact.**

## FLASH IN THE PAN

Dear MegaTech,  
I've seen several screenshots of Flashback and I think it looks quite good. I read last month's review of Another World as well as all the others and it said that Flashback would be out in the spring. Have you got a certain release date and if so how much will it cost. I would also like to know how much the special joypads for Streetfighter 2 are. P.S. I think your mag is brilliant.

**S PARSONS, CRADLEY HEATH**

**Flashback is presently scheduled for a May release and it looks like it's going to be completely brilliant. The price for the game has yet to be announced. As for the six-button joypads, they're not available yet, so I don't know how much they'll cost.**

## LOST ALIENS!

Dear MegaTech,  
I am writing with a plea for help. I bought Alien 3 when it was first released. I hadn't played it for ages so I decided to have a go. I plugged in the cartridge and flicked the switch, but nothing happened. The screen stayed black, like the Sega logo screen, but with no logo. There is a ninety day warranty on the cartridge, but I have to have the receipt and I don't. What should I do? Please help.



PS. Your mag is the best and I hope Tom's remains are found soon!

**BRIAN BEAMISH, DINGLE**

## MORE ALIENS LOST!

Dear MegaTech,  
I am the proud owner of a Megadrive console, I received a copy of Alien 3 as a present about four months ago. It has been working fine during this period, but now it won't work at all. I've tried it dozens of times. Can you answer these questions.

1. Is the cartridge repairable?
2. Do I have any legal rights?
3. Is this a common fault on most cartridges?

P.S. All my other games work ok?

**RAYMOND HOWAT, UPPER ACHINTORE**

**Normally, the only thing you can do is take the cartridge back to the shop you bought it from. If your warranty has expired then it's unlikely they'll replace it, but they may be able to give you the address of a place that could repair your game. Bad news eh? Well here's the good news. I spoke to the consumer department at Acclaim and they said they'd be more than willing to replace both your cartridges if you send them in. The address is Acclaim, 4 Walcote Place, Winchester, Hants, SO23 9AP. Don't forget to include your names and addresses and a note explaining the problem.**

## JUST FOR KICKS

Dear MegaTech,  
In issue 13 of 'THE' mag you published a review of the Menacer. In the same issue you published a review of Terminator 2 and said that when the Menacer was used with the game there was a mechanism inside which gave a sort of kickback action to the gun. I have since purchased both the Menacer and T2, but my gun does not kick. Could it be that the Menacer you reviewed was some sort of prototype which did contain the mechanism or do you think I have a faulty one? My local supplier says he knows nothing about this kickback effect.

Hoping you can shed more light (no pun intended) on this problem.

**ALAN ROBINSON, STIRCHLEY, BIRMINGHAM**

**There is nothing wrong with your Menacer, Alan. Originally, Sega's light gun was going to have a kickback mechanism inside. However, due to reasons unknown (probably cost), this mechanism didn't make it into the final product. The light gun we used for our review purposes didn't have the mechanism either, although we mentioned it in the review before we acquired the gun. Due to an oversight, the incorrect information was left in and we forgot to put a correction in the next issue. Ah, confession is good for the soul, you know.**

## EVIL GENIES LETTER:

Dear MegaTech,  
Your mag is brilliant and I read it every month. The reason I wrote this is because I own a Game Genie for my Megadrive and my mate says it wrecks my console and games using the Game Genie. Is this true or is he talking out of his arse. Please print this.

**JOHN HUMPAGE, LITTLE BLOXWICH**

**Your mate hasn't got a clue what he's talking about. The Game Genie won't damage either your Megadrive or any of your games. It is completely safe to use, so you can tell your pal to wash his foul mouth out.**

## THE PRICE IS WRONG

Dear MegaTech,  
I just have a couple of little queries to put to you.

1. What has happened to the dead smart 'Alternatively' sections in your reviews? I found them really useful to give a better idea of a game than the game index can.
2. Why have Sega slapped a £45 price tag on the most excellent Streets Of Rage 2? Is it because of the incredibly new and expensive, top-secret technology used in this game and not, say, that Sonic 2 has forced them reluctantly and against their will to put up the price to pay for their poor ailing grandmothers or are they all tight gits?

**STEPHEN WORTHY, ESHER**

**The reason for the extortionately high price of Streets Of Rage 2 lies in its 16 Megabit memory size, the largest capacity of any official Megadrive game. Admittedly, it is very expensive, but when you consider that the only other game sporting this massive memory capacity is Streetfighter II on the Super Nintendo and that retails for £65, then maybe it'll help ease the pain a bit.**

**As for the 'Alternatively' section, we still put it in when the fancy takes us. Why, Chakan had one in the last issue. Sometimes though, there isn't space in a review to fit it in.**

## HELP US, MEGATECH!

Dear MegaTech,  
For a while now my friend Peter and me have been thinking about starting our own Megadrive fanzine. When we stumbled across some problems my mind turned immediately to the awesome journalistic prowess of the MT team. If anyone can help us, it's you.

1. How do you go about getting screenshots (keeping in mind our limited budget and lack of equipment)?
2. How can we obtain review copies of new games? Is a 'taster issue' sent to software firms a good idea?
3. What do you think would be the cheapest and easiest way to print the fanzine?
4. Please suggest some witty, but relevant titles for our embryonic 'zine.

I deeply and sincerely hope you can help us.







**CHRIS PENNELL, PETERBOROUGH**

There's one thing you should remember before embarking on a project like this, and that is it's 'Peter and I'. 'PETER AND I'! Not 'Peter and me'. Honestly.

Anyway, most of the fanzines we've seen are photocopied which is fairly cheap (using a library's photocopier usually costs about 10p per page) and is probably the best way you could produce yours.

As for screenshots, it seems cutting them out of magazines is the standard practice, which isn't strictly legal, but most mags don't seem to mind. Don't expect quality pics using this method, though, because colourful pictures, once photocopied, always come out dark (and sometimes completely black!).

You'll have trouble getting review copies of Megadrive games out of the software companies. Many of them were stung pretty badly by the wealth of fanzines a couple of years ago and the higher cost price of Megadrive carts means that they hardly ever send out production copies these days. Probably your best bet is to strike up a deal with the manager of your local games shop whereby he lends you new games for a week while you review them, and then give the shop a credit or an ad in the review. Strike the right deal and you might even get your fanzine on his shelves.

If you want to make the fanzine your own you're best off coming up with your own title, but I'd suggest using 'Megadrive' or 'Mega' something or other (not 'MegaTech', though or we'll have you) just so people know what you're talking about straight away.

Good luck, and don't forget to send us a copy of the first issue!

## A HIGH PRICE TO PAY

Dear MegaTech,  
In the news section of the Feb issue, you said to write in and let you know what we think about the price of software.

Well I have.

Yes the prices of games are high, mostly because Sega and Nintendo will not let the software writers make their own cartridges and make them buy these cartridges from the big 2. But people always moan about the price of the games. Back when I had a spectrum, games started at about £5.00 in 1984, then by 1987 the average price was £10.00 and the magazines were filled with letters complaining about the price increases.

But the other side of the argument has to be, why should Sega and Nintendo reduce their prices? If people don't like the price of the games, why do they buy the consoles to start with (750,000 Sega Megadrives, we are told, were sold during the 1992 period)? I believe we (the consumers) are partly to blame, by buying the consoles, therefore showing that we are willing to pay the price of the games.

The final point I would like to make is, if the game is really worth it, most people are willing to pay the

asking price (ie. Mega-Lo-Mania).

**ASHLEY PRICE, LEWES**

I can see your point, after all, nobody's making people buy the games. However, although people may not like the prices of the games, that doesn't mean they don't want to play them and there isn't really any choice except to pay the prices that Sega and Nintendo charge. Also, I feel that a lot of games aren't worth the price charged. As a consumer I don't care whether cartridges are expensive to manufacture, or whether they take a long time to develop. All that matters to me is whether they're good games and in my books a lot of them aren't. Poor quality titles or games that take just a few hours to complete are extremely bad value for money and their high prices can't possibly be justified. That's my opinion anyway. However, the next letter may help ease the pain.

## CHEAP GAMES

Dear MegaTech,  
I'm writing to you with some information on lower priced games as no-one seems to know about them. W H Smith's game section always has a good selection of games for the Megadrive, but today I noticed they had a range of games at a price of £19.99. I spoke to a W H Smith assistant, but they couldn't enlighten me as to whether the new price was a Smith's reduction or a Sega one. Anyway, I've included a list of the games they have, so perhaps you could inquire further. Thanks!

**SAM POCOCK, CHARLTON KINGS**

It's true. It seems that WH Smith are selling the older Sega titles at budget prices. Many of them cost less than twenty pounds and a few are even under fifteen quid. They've got quite a wide range of titles and a lot of them are very good games indeed. So, if your looking for a new game and you don't mind the fact that it may be a couple of years old, Smith's budget range is the place to look. Let's hope this trend towards cheaper titles continues.

## THE VOICE OF GOLFAN

Dear MegaTech,  
I am writing with regards to your review of PGA Tour Golf 2 in the January '93 issue. You mentioned that there is digitised speech within the game, but in fact there is not.

After contacting Electronic Arts, they explained that the reason behind this is that the US PGA would not authorise the use of speech, fearing that the shouts of "Good Drive", "Fore" and "How did you miss that 12 incher, you donkey?" would bring the game onto a level with John Madden '93 for 'unnecessary additional crowd participation', whatever that means (football crowd mentality perhaps?).

Anyway, just thought I'd let you know. Keep up the work.

**IAN HORNE, PURFLEET**

Thanks for ironing that problem out for us, Ian. We've had a lot of enquiries from readers wondering about the lack of speech and we didn't realise that it had been removed from the final version. It's a shame because I really

liked the speech. First they remove 'It's Good!' from John Madden and now this. It's such an outrage, video games characters should speak out. Oh, they can't.

## THE CURSE OF THE LEMMINGS

Dear MegaTech,  
In issue 13 you printed codes for Lemmings on Megadrive (they didn't seem to work). When on reading into issue 14, I read the bit about not checking the tips and that they were in fact for the Jap version. But wait! More codes, but for official Megadrive, but I can't seem to get them to work. These and other questions must be answered.  
1. Are these codes also wrong or is it just me?  
2. I'm stuck on Mayhem level 6. Can anyone give me some advice?  
3. Why haven't you printed instructions on how to make Tracey Island (everyone else has)?  
4. Sorry, but I haven't heard of any circus around here, but there's certainly plenty of puppets though.

**CHIKE, KIRKUDBRIGHT**

It's a month for confessions isn't it. I think I'd better explain. When we tested the Lemmings codes from issue 14 we used the office copy of the game (which, unbeknownst to us at the time was American) on a UK machine thinking that the codes would be the same for the official version. Alas, we were wrong. The codes printed in issue 14 were only for the US version. Boy, are there red faces all round in the MegaTech offices at the moment. (YEAH TOM, YOU AND YOUR BIG MOUTH - PAUL).

Hey, and if you want to build Tracey Island, Blue Peter have a spiffing video out at the moment, priced at only £3.99. Top value!

## BLAZE IN STOCKINGS REVELATION!

Dear MegaTech,  
I'd just like to say what a great magazine you produce and could you answer a couple of questions for me please.

1. This new Super FX chip Nintendo are putting in their new games which puts the games miles ahead of its rivals. Why don't Sega do this?

2. We all know that the Mega-CD can do full motion video games. So why don't Sega bring out a golf game like the one on the Philips CD-i.

PS. Streets Of Rage 2 is excellent and did you see that Blaze was wearing stockings. This is the first time I have sent a letter in to any magazine, so be honoured.

**NIGEL VEASEY, ST LEONARDS ON SEA**

That Super FX chip sure is good and I'm sure that Sega know it. I wouldn't be too surprised if Sega aren't squeezing in some work some super-chip research in between all their Mega-CD work and the 32 bit machine. As for the CD-i golf game, it's quite likely that we'll see a game similar to that on the Mega-CD some time in the future.



# MEGASELL

I WANT TO USE THE MEGATECH MEGASELL. HERE'S MY MESSAGE:

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I WOULD LIKE MY ADVERT TO GO UNDER THE FOLLOWING HEADING (TICK BOX):

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## ● FOR SALE

Megadrive games, hardly touched (metaphorically) Sonic 2 (Jap) £25. English Robocod swap for ECCO. Both boxed phone after 5pm: (0934) 876344.

Megatech issues 1 to 12. All gifts included, £30 no offers 081 650 8075 ask for Mark.

Megadrive games for sale. From £10. UK, US + Jap. Euro Soccer, Eswat, Moonwalker, Hellfire, Gynoug, over 25. 081 657 3716 Steven.

Megadrive (Jap) Sonic 2, Road Rash 2, NHLPA Hockey, Madden 92, Hardball. Eight months old £220.00 ono Tel: 0709 581873 (Doncaster area).

Amstrad 6128 with Cruiser Power Play joystick and tape player, 41 disc games, 36 tape games. Tel: 0271 883834 (N. Devon) £190.00.

Jap megadrive for sale with 10 games, everthing boxed. Also stereo speakers worth £30 2 joypads plus loads of mags altogether worth £500 sell for £320 everything in good condition Tel: Simon 0684 563712.

Fantastic megadrive games for sale or swap. Prices from £12 - £30 will also swap for SNES. Details, Tel: Micheal 0232 844473.

Loads of old but good MD games at cheap prices from £10, also some newer games for sale. Ring (021) 459 7576.

Streets of Rage 11, £36 inc Megatech issue 2 perfect condition boxed with instructions. Loads of mags, 60p each. Call D Thomas 0287 660183.

## ● SWAP

I have Space Harrier 2 and John Madden 92 for Quackshot, Toki, Aquatic Games, Taz and Chuck Rock. Tel: 0264 356242 (Rich).

Megadrive games to swap. Seven in total, any games considered. Phone 0436 76788 and ask for Nikolai. Please phone after 4.00.

Wanted, Rainbow Islands or New Zealand Story. Swap for Strider or DJ Boy. Others considered, call David (05613) 78054.

I will swap Super Thunder-Blade for Lotus Turbo Challenge, Green Dog, Road Rash 2 & Strider. I will consider all games. Call Stuart on 0206 578691.

English megadrive, swap Gaiarses, Super Monaco, Robocod, F-22, Immortal and Sonic for good games. Phone Paul after 6.30, (0272) 686461.

Megadrive/Super NES games

collection for swap. Loads of great titles - will sell some too!! For details or prices etc, tel: 0232 844473.

Swap Sonic 2 for Streets of Rage 2 or any other game considered. Phone: 07048 75408 (ask for Phil).

## ● WANTED

Wanted: your used Megadrive games. I will pay between £10 to £15 for your games. Contact Colin on 0475 686282.

I want to buy issues 1 and 2 of MegaTech. Phone Rick and name your price if interested. Evenings (0734) 421606.

## ● PENPAL

Gamer - Link! The only Pen-Pal club for gamers! Over 200 members world wide! Free swap service, long list of contacts, tips 'n' cheats help & more! For full details send SAE to: Stu & Dave, No 28 Church Field, Ware, Herts, SG12 0EP.

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For just £1 you can use this service and write your own ad containing up to 20 words. £2 gets you 40 words, which is fairly simple arithmetic, I suppose...

What do you have to do? Fill out the form (or a copy of it) and send it with a cheque or PO made payable to MEGATECH, and send it to MegaTech MegaSell, MEGATECH, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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NAME.....  
ADDRESS.....  
  
GAME.....  
DIFFICULTY SETTING.....  
LEVEL.....  
SCORE.....  
GAME.....  
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LEVEL.....  
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72



Dean Lloyd, Rugeley  
KOREA: 36,477  
Dean Lloyd, Rugeley

**FANTASIA**  
11,683,600 (hardest level)  
Chris Maginnis, Linlithgow

**FATAL REWIND**  
3,658,180  
Jody McLarty, Aylesbury

**FIRE SHARK**  
7,122,130 (Completed)  
The Wonderful Sharon Mitchell, Fraserburgh

**FLICKY**  
3,334,800  
Stephen Gallimore, Bournemouth

**FORGOTTEN WORLDS**  
1,991,800  
Daniel Gallop, Essex

**GAIAIRES**  
1,608,352  
Asif Akhtar, Wimbledon

**GALAHAD**  
2,071,300  
Lawrence Simpson, Walthamstow

**GHOSTBUSTERS**  
17,758,000  
Wayne Lockwood, Bournemouth

**GOLDEN AXE**  
984.0 (Hard level)  
Ben Tucker, Catford  
247.0 (Duel)  
Kevin Shirley, Cheshire

**GOLDEN AXE II**  
992.0 (Normal)  
Mick & Barry Gosling, Coventry

**GRANADA X**  
23,563,545  
Carl Bown, Bournemouth

**GREENDOG**  
496,400  
Karl Smith, Long Lawford

**GYNOUG**  
2,345,760  
Wesley Thomson, Fifef

**HELLFIRE**  
19,478,220  
Robert Guthrie, Galashiels

**JAMES POND**  
1,829,560  
Wayne Turner, Chelmsford

**KID CHAMELEON**  
1,409,960 (Normal)  
Mick & Barry Gosling, Coventry

**KLAX**  
8,064,580 (import version)  
Sharon Mitchell, Mistress of the Megadrive, Fraserburgh  
6,376,775 (official version)  
Sharon Mitchell, Mistress of the Megadrive, Fraserburgh

**KRUSTY'S SUPER FUN HOUSE**  
999,990  
Michael Steward, Milton Keynes

**LOTUS TURBO CHALLENGE**  
83,766,72  
Paaul Thompson, Gillingham

**MI ABRAMS BATTLE TANK**  
702 (First Lieutenant, 100 kills)  
Stewart Parker

**MARBLE MADNESS**  
205,360  
Darren Neale, Helston

**MERCS**  
Arcade Mode: 1,407,500  
Neil Kendall, Birkenhead  
Original Mode: 5,107,950  
Stu Gornier, Gorsley

**MICKEY MOUSE**  
2,824,500  
Nathan Preston, Mid-Calder

**MIDNIGHT RESISTANCE**  
2,104,100  
Dan Towes, Gillingham

**MOONWALKER**  
949,400

Philip Butler

**MUSHA ALESTE**  
133,896,380  
Rodney Scotland, Northampton

**NEW ZEALAND STORY**  
522,360  
Nigel Weston, Wilmslow

**OLYMPIC GOLD**  
Archery: 171  
Ben Mills, Peterborough  
Diving: 473.50  
Meredydd Wilson, Swansea  
Hammer Throw: 93.45m  
Angus Poland, Scotland  
110m Hurdles: 12.73 sec  
Angus Poland, Scotland  
Pole Vault: 6.40m  
James Ward, Huthwaite, Notts  
100m Sprint: 9.23 secs  
Kirk of Spidereen, Aylesbury  
200m Swimming: 1:41.37  
Ben Mills, Peterborough

**OUTRUN**  
37,004,160 (Hyper level)  
Justine Miller, Sutton Coldfield

**PACMANIA**  
1,000,111 (Hard level)  
Lee Tooze, Brixham

**PGA TOUR GOLF**  
Avenel: 235 strokes (best 72)  
Dean Lloyd, Rugeley  
Avenel: 50 strokes (best 18)  
Simon Osborne, Rotherham  
Sawgrass: 200 strokes (best 72)  
Gareth Watson, Pontypridd  
Sawgrass: 47 strokes (best 18)  
Gareth Watson, Pontypridd  
West Stadium: 218 strokes (best 72)  
Stewart Bonner, Hemel Hempstead  
West Stadium: 50 strokes (best 18)  
Peter Norman, Corringham  
Sterling Shores: 222 strokes (best 72)  
Jody Osman, Warwickshire  
Sterling Shores: 51 strokes (best 18)  
Simon Shone, Heywood, Lancs

**PITFIGHTER**  
2,449,350  
Stephen Gallimore, Bournemouth

**POPULOUS**  
515,090 (Genesis level)  
Philip Best, St Austell

**PREDATOR 2**  
12,355,340 (Easy)  
Nathan Preston, Mid-Calder

**QUACKSHOT**  
10,077,000  
Martin Hunt, Maidenhead

**RAIDEN TRAD**  
2,072,650 (Easy level)  
Neil Morgan, Reading

**RAMBO III**  
999,999,995 (Hard level)  
Tim Burton, March

**REVENGE OF SHINOBI**  
9,999,900  
Daniel Sullivan, Coventry

**ROBODOD**  
13,780,300  
Simon Shone, Heywood

**ROLLING THUNDER 2**  
554,180  
Scott Hazel, Trunch, Norfolk

**SHADOW DANCER**  
2,650,965  
Asif Akhtar, Wimbledon

**SONIC 2**  
1,143,030  
Kevin Broughton, Woolwich

**SPACE HARRIER 2**  
29,107,690  
Gavin Creber, Sussex

**SPEEDBALL 2**  
453 Points (Division two winners)  
James Holmes, Kent

**SPIDERMAN**  
23:03:42 remaining (Nightmare level)  
Scott Hazell, Norfolk

**SPLATTERHOUSE 2**  
878,910 (Hard)  
Wayne Turner, Chelmsford

**STREETS OF RAGE**  
9,999,000  
Nathan Preston, Mid-Calder

**STRIDER**  
236,800  
Mick & Barry Gosling, Coventry

**SUPER HANG-ON**  
99,076,560 (Expert level)  
Stuart Ramsey, Lutterworth

**SUPER MONACO GP**  
6,002 Driver's points  
Neil Boswell, Pembroke Dyfed

**SUPER MONACO GP II**  
160 Driver's points  
Wayne Pearce, Huddlesley

**SUPER OFF ROAD**  
199,000 (no continues, 48 races won)  
Mike Houghton, Stockport

**TASK FORCE HARRIER**  
765,000  
Neil Brockhouse, Bolton

**TAZMANIA**  
1,360,260 (Hard)  
Michael Hornby, Buckley, N. Wales

**TERMINATOR**  
4,274,350 (Hard)  
Gavin Pinkett, Abertillery

**TERMINATOR 2**  
9,573,510 (Normal)  
Gavin Pinkett, Abertillery

**TEST DRIVE 2**  
411,384 (Desert in Porsche)  
Andrew York, Bolton

**THUNDERFORCE II**  
2,689,719 (Hard level)  
Steven Cooper, Fife

**THUNDERFORCE III**  
11,528,100  
Hywel Llewellyn, Pentryrch, S. Wales

**THUNDERFORCE IV**  
4,632,910  
Leon Evans, Aberdare (Hard)

**TOE JAM & EARL**  
1,802 (As Earl)  
David Hall, Birmingham

**TOKI**  
334,200 (Hard)  
Sven Chesters, W.Sussex

**TROUBLE SHOOTER**  
669,780 (Normal level)  
Ben Randell, Hastings

**TRUXTON**  
30,300,503  
Lawrence Simpson, Hackney

**UNIVERSAL SOLDIER**  
1,441,987 (Hard)  
James Dudley, Solihull

**WARDNER**  
1,290,900 (Normal level)  
Richard Lunt, Bagillt, Clwyd

**WINTER CHALLENGE**  
Speed Skating: 19.75 seconds  
Gary Nunn, Chesham  
Cross Country: 3 mins 25.6 seconds  
Barry Bucker, Ripon  
Downhill: 1 min 24 seconds  
Gary Nunn, Chesham  
Ski Jump: 117.6m  
Gary Nunn, Chesham  
Biathlon: 4 mins 7.3 seconds  
A J Walsh, Romiley

**WONDERBOY IN MONSTERWORLD**  
657,731 (Gold)  
Stephen McCormick, Birmingham

**ZANY GOLF**  
18 strokes (completed)  
Yuen Aw, Birmingham

**ZERO WING**  
2,584,700 (Easy level)  
Craig Wilkins, Delapre

# HYPERTPLAYERS





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**OUT FRIDAY, APRIL 23  
BIGGER, HARDER AND  
BETTER THAN THE REST.**

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# TIPS INDEX

Here's the all-new MegaTech Game Index which contains more information than ever before to make it the best game buyer's guide there is. As well as full marks, prices, and publisher's details we've now incorporated the issue number in which MegaTech gave a game a full review so you know where to look if you want the full story.

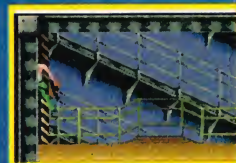
Additionally, we've added an alphabetical mini tips index containing the best tips and cheats for as many of the listed games as we can fit on the page!

## AFTERBURNER II



On the second title screen hold down A, B, C and START to choose any level up to 20 as your starting level.

## ALIEN 3



When the game starts, go to the options screen and, using the second control pad, press C, UP, RIGHT, DOWN, LEFT, A, RIGHT and DOWN. You should hear a noise. Leave the options screen and start the game. When you wish to skip a level, pause the game and press C, A and B. Lines should run down the screen. Now when you unpause the game, you should move onto the next level.

## ALISIA DRAGON

Switch on and after 'SEGA' disappears from the screen hold down A until 'GAME ARTS' has disappeared. Now hold down B until 'GAINAX' has disappeared. Now hold down C until 'MUSIC COMPOSED BY...' has disappeared. When the stars come out of the crystal press START and you should hear a sound. Start the game and press C on the second controller to blank the screen. This warps you to the next part of the current level, or you can warp even further using these buttons

| game name                        | by...           | price  | when? | ratings %    |          |       |            |           |         | general comments  |
|----------------------------------|-----------------|--------|-------|--------------|----------|-------|------------|-----------|---------|---|
|                                  |                 |        |       | presentation | graphics | sound | short term | long term | overall |   |
| 688 Attack Sub                   | Electronic Arts | £39.99 | PM    | 80           | 80       | 89    | 85         | 86        | 87      | An excellent, compelling submarine simulation which is thoroughly recommended to someone who's after something different with plenty of 'depth' (har har).  |
| Afterburner II                   | Sega            | £19.99 | PM    | 75           | 77       | 80    | 75         | 70        | 72      | Of the three Megadrive Afterburner-style games this is the most fun to play. Fast shoot 'em up action, and good sounds, but unfortunately it does get a bit boring after a while.                       |
| Alien 3                          | Arena           | £39.99 | MT 9  | 92           | 94       | 93    | 92         | 93        | 94      | A superb platform shoot 'em with lots of levels and plenty of challenge. One of the best games of 1992 and still a must-buy.  |
| Alien Storm                      | Sega            | £34.99 | PM    | 84           | 84       | 80    | 89         | 69        | 70      | A good one or two player Golden Axe Of The Future sort of shoot 'em up which suffers from being very easy to complete.  |
| Alisia Dragoon                   | Sega            | £39.99 | MT 4  | 83           | 88       | 80    | 85         | 88        | 85      | A strange platform shoot 'em up starring a sorceress who commands the deadly powers of her animal friends. A good, unusual game.  |
| Another World                    | Virgin          | £39.99 | MT 14 | 95           | 92       | 84    | 86         | 85        | 86      | Combines puzzles, adventure, platform and shoot 'em up action in a great-looking and highly original game. Enjoyable, but once it's finished you won't come back to it.                                 |
| Aquatic Games                    | Electronic Arts | £34.99 | MT 10 | 76           | 89       | 82    | 70         | 50        | 59      | A disappointing attempt at a funny sports game. The jolly graphics will appeal to younger players but really the action in the events is just too boring.   |
| Arnold Palmer's Golf             | Sega            | £34.99 | PM    | 85           | 75       | 69    | 72         | 69        | 70      | Decent enough golf game with plenty of options and nice graphics, but it has been bettered by PGA Tour Golf 2 which has far more of both.   |
| Atomic Runner                    | Sega            | £39.99 | MT 10 | 83           | 88       | 89    | 78         | 82        | 80      | A bizarre platform game in which the hero has to leap and blast his way through numerous alien-infested levels. Great graphics, quite challenging and good fun too.                                     |
| Ayrton Senna's Super Monaco GP 2 | Sega            | £49.99 | MT 6  | 91           | 90       | 77    | 94         | 92        | 93      | All the little touches (more tracks, better sound, etc) make this slightly superior to Super Monaco 1 so this is the best Megadrive racing game available.  |
| Batman                           | Sega            | £39.99 | MT 7  | 79           | 79       | 75    | 70         | 65        | 70      | Quite a smart game of the first Batmovie, but not only is the gameplay very basic (walk around, punch some blokes, jump on a platform) it's very easy to complete.                                      |
| Batman Returns                   | Sega            | £39.99 | MT 12 | 69           | 73       | 70    | 75         | 80        | 76      | Big graphics and more involved platform punch-up gameplay make this the better Batgame but sometimes it goes beyond challenging and becomes frustrating. Not for novices.                               |
| Battle Squadron                  | Electronic Arts | £39.99 | PM    | 78           | 83       | 79    | 82         | 81        | 80      | Not a very original shoot 'em up, but it does look good, is challenging and has the novelty of a simultaneous two player option.  |
| Bio Hazard Battle                | Sega            | £39.99 | MT 11 | 73           | 93       | 86    | 87         | 86        | 88      | Spectacularly gross graphics and enjoyable, challenging gameplay and a two player option help set this apart from the bulk of Megadrive shoot 'em ups.  |
| Black Hole Assault               | Micronet        | Import | MT 14 | 85           | 79       | 83    | 70         | 52        | 61      | A one-on-one robot beat 'em up, but it's no Street Fighter II. The action is fast and there are loads of moves but there's not enough variety in the combatants to keep you hooked.                     |
| Block Out                        | Electronic Arts | £34.99 | PM    | 89           | 75       | 49    | 90         | 92        | 91      | A 3D shape-sorting game which is the best puzzle game on the Megadrive. Tons of options (including a two player mode) and highly addictive gameplay make this a must.                                   |
| Bonanza Bros                     | Sega            | £34.99 | PM    | 82           | 88       | 84    | 79         | 55        | 69      | A nice-looking coin-op conversion in which one or two players have to burgle houses. However, it fails to deliver because it's another Megadrive game that is extremely easy to complete.               |
| Buck Rogers                      | Electronic Arts | £49.99 | MT 4  | 88           | 76       | 58    | 89         | 89        | 88      | A good role-player based on a TSR board game. Lead your six rookie troopers around numerous scenarios in a quest to vanquish the evil RAM organisation. An absorbing game which is a must for RPG fans. |
| Bulls vs Lakers                  | Electronic Arts | £39.99 | MT 10 | 94           | 85       | 83    | 75         | 83        | 80      | Probably the best of EA's basketball simulations, featuring all the American big name players, replete with their speciality moves. The action is fast and realistic too.                               |
| California Games                 | Sega            | £39.99 | MT 3  | 80           | 88       | 70    | 80         | 79        | 79      | An unusual sports game in which the five events are surfing, roller skating, BMX, half-pipe skateboarding and footbag juggling. Good, as far as it goes, but it could do with more events.              |





| game name                                 | by...           | price  | when? | ratings %    |          |       |            |           |         | general comments  |
|---|-----------------|--------|-------|--------------|----------|-------|------------|-----------|---------|---|
|   |                 |        |       | presentation | graphics | sound | short term | long term | overall |   |
| <b>Captain America &amp; The Avengers</b> | Data East       | Import | MT 14 | 82           | 46       | 54    | 65         | 39        | 57      | If the graphics in this Marvel beat 'em up weren't so bad, it wouldn't matter that the gameplay was hopelessly easy. But they are. So it does.  |
| <b>Chakan</b>                             | Sega            | £39.99 | MT 15 | 85           | 89       | 90    | 75         | 72        | 73      | Chakan has to hack up all supernatural evil in this platform game with superb graphics and an interesting plotline, but frustrating gameplay. A bit too much challenge and not enough fun.  |
| <b>Championship Pro Am</b>                | Trade West      | Import | MT 14 | 51           | 76       | 69    | 84         | 71        | 78      | A neat little racing game which captures all the whizzy fun of racing radio-controlled cars, but lack of variety means that after the 20th race it does grow tedious.                       |
| <b>Chiki-Chiki Boys</b>                   | Capcom          | Import | MT 14 | 84           | 89       | 89    | 86         | 84        | 86      | This conversion of the Mega-Twins coin-op suffers from the lack of the original's two-player mode but otherwise it's quite a pleasant platform adventure.                                   |
| <b>Columns</b>                            | Sega            | £19.99 | PM    | 76           | 69       | 93    | 88         | 87        | 88      | Sort out coloured gems as they fall down the screen in this Tetris-style puzzle game. Not quite as good as Tetris, but entertaining nonetheless and the music is perfect.                   |
| <b>Corporation</b>                        | Virgin          | £39.99 | MT 4  | 80           | 76       | 84    | 76         | 91        | 87      | A huge 3D adventure with a bit of shooting 'em up, in which you have to get past the security robots in a high-tech office building. Different and absorbing.                               |
| <b>Cyberball</b>                          | Sega            | £34.99 | PM    | 79           | 79       | 82    | 81         | 72        | 76      | A good conversion of the robotic American Football coin-op. Decent graphics and sound but the John Madden games are better for gridiron fans.   |
| <b>David Robinson's Basketball</b>        | Sega            | £39.99 | MT 6  | 81           | 86       | 77    | 85         | 80        | 83      | Not quite as much of a simulation as Bulls vs Lakers, but fast and fun gameplay make this just about the best Megadrive basketball game.  |
| <b>Decapattack</b>                        | Sega            | £34.99 | PM    | 74           | 80       | 70    | 83         | 81        | 80      | Rather jolly platform game in which you play a sort of Frankenstein's Monster creature who throws his head at the baddies. Good fun.  |
| <b>Desert Strike</b>                      | Electronic Arts | £39.99 | MT 3  | 92           | 91       | 85    | 95         | 93        | 93      | Superb helicopter shoot 'em up in which you have to lay waste to a mad dictator's desert army. Lots of missions with lots of variety and lots of blasting excitement. A must.               |
| <b>Dick Tracy</b>                         | Sega            | £34.99 | PM    | 83           | 78       | 70    | 82         | 84        | 79      | Shinobi-style beat'shoot 'em up game starring 'The World's Greatest Detective'. Challenging and good fun, with a good mix of game styles.   |
| <b>DJ Boy</b>                             | Sega            | £34.99 | PM    | 78           | 75       | 70    | 60         | 50        | 51      | A beat 'em up on roller skates which sounds quite novel but is actually quite tedious. It's very easy to complete too.  |
| <b>Double Dragon</b>                      | Accolade        | £29.99 | MT 5  | 65           | 70       | 67    | 50         | 30        | 53      | We completed this game within half an hour of receiving it and it's not much like the coin-op either, so it's best avoided.   |
| <b>Dragon's Fury</b>                      | Tengen          | £39.99 | MT 1  | 90           | 92       | 90    | 93         | 91        | 91      | Originally reviewed as Devil Crash (the imported version) this is still one of the best computer pinball games available. Superb graphics and sound and it has a superb pinball feel to it. |
| <b>Dynamite Duke</b>                      | Sega            | £34.99 | PM    | 80           | 79       | 74    | 79         | 60        | 70      | An Operation Wolf-style 3D blast'beat 'em up which looks good but is another Megadrive game which suffers from lack of challenge.   |
| <b>Ecco The Dolphin</b>                   | Sega            | £39.99 | MT 13 | 97           | 96       | 90    | 94         | 93        | 94      | A superb, original game in which you play a dolphin which has to get through over 20 undersea levels to find his mates. Excellent graphics and engrossing action. A classic.                |
| <b>E-SWAT</b>                             | Sega            | £34.99 | PM    | 80           | 79       | 70    | 80         | 79        | 79      | A good, single player conversion of the high-tech cop shoot-out game. Lots of platform action but it's nothing too special these days.  |
| <b>Ex-Mutants</b>                         | Sega            | £39.99 | MT 12 | 92           | 80       | 72    | 89         | 92        | 89      | An action-packed platform game in which you play a heavily-armed hero or heroine on a mutant-mashing mission. Graphics aren't superb but it's good fun.                                     |
| <b>F22 Interceptor</b>                    | Electronic Arts | £39.99 | MT 1  | 94           | 80       | 76    | 89         | 87        | 88      | The first Megadrive 'flight simulator' is a pretty simple air combat game. The action is fast and fun, though, and there are loads of little missions to complete.                          |
| <b>Fantasia</b>                           | Sega            | £39.99 | PM    | 72           | 89       | 44    | 52         | 39        | 40      | The second Disney game, and definitely the worst. Excellent graphics, but dismal renditions of the movie's music and the action is bland and massively frustrating.                         |

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combinations:

C - Stage one  
B - Stage two  
B and C - Stage three  
A - Stage four  
A and C - Stage five  
A and B - Stage six  
A, B and C - Stage seven  
START - Stage eight

### ARNOLD PALMER'S GOLF

Hit 100 shots on any one hole without sinking the ball and 'GAME OVER' appears. Wait a bit and a miniature, playable version of Fantasy Zone appears!

### AYRTON SENNA'S SUPER MONACO GP 2

Select Japanese text from the options menu, then go to Free Practise mode. Press the D-button down to scroll through the text and a flashing red arrow appears to indicate the most difficult corner on the circuit.

### BATMAN



When you're being attacked press START to pause the game. Hold down B and START again and you shouldn't take any more hits from that baddie. CHAKAN

Select practice mode and start the game. Climb on to the small platform above the sky portal and press START. Now use the passage spell to effectively complete the next twelve levels and gain all the weapons!

### DRAGON'S FURY

To start the game with extra balls use these passwords:  
DEVILCRASH - seven balls  
TECNOSOFT - ten balls and 2,000,000 points bonus  
UUBV99BQRE - 73 balls and over 500,000,000 points bonus!  
ALCLAE8ECK - 21 balls and start on the final stage

### ECCO



Use SHARKFIN as a password and you'll start the game at The Lagoon with unlimited air and the ability to kill enemies by pressing B then A in rapid succession. You can also make Ecco invincible by pressing A and B together when the title of the level is shown before the action begins.

### GREY LANCER

To play the game on MANIA level, wait till the title screen (where it says



## TIPS INDEX

setting is now on the configuration screen.

### KRUSTY'S SUPER FUN HOUSE

Use SMAILLW as a password to access all the levels.

### LOTUS TURBO CHALLENGE



The level passwords are as follows:

Level 2 - Sleepers  
Level 3 - Herbert  
Level 4 - Business  
Level 5 - Applepie  
Level 6 - Standish  
Level 7 - Mallow  
Level 8 - Teacup  
Always progress to the next race - Mansell  
Infinite turbos - Sluggace

### MIGHT AND MAGIC 2

For free gold, gems and powerful weapons at any time of the day or night use this secret technique. Choose 'VIEW CHARACTER' and when 'VIEW WHICH' appears hold down left, A and C on the joypad. Let all three go simultaneously and when the character menu appears keep pressing left and you should see a load of odd characters which should mean the cheat has been activated.

### MOONWALKER

Go to the screen with the 1P START option then push the D-button on joypad 1 diagonally up and left while holding down A and START on pad two. Press START on pad one and a level select appears.

### PREDATOR 2

The level codes are as follows:  
Level 2 - Killers  
Level 3 - Camouflage  
Level 4 - Los Angeles  
Level 5 - Subterror  
Level 6 - Total Body

### ROAD RASH 2



To start racing with any bike you like start by selecting the Mano A Mano game then choose the bike you want. From the bike shop, go back to the game select and choose two player Take Turns game. Then select the solo game and start and you're astride your chosen machine.

### ROBOCOD

Select your starting level by switching on the game, then holding down A, C, diagonally down and left and START. You can also

| game name                | by...           | price  | when?  | ratings %    |          |       |            |           |         | general comments  |
|--------------------------|-----------------|--------|--------|--------------|----------|-------|------------|-----------|---------|---|
|                          |                 |        |        | presentation | graphics | sound | short term | long term | overall |   |
| Fatal Rewind             | Electronic Arts | £34.99 | PM     | 72           | 80       | 81    | 77         | 70        | 70      | Platform blast which is at first fast and furious, but can quickly become frustrating (thanks to iffy controls) and tedious (thanks to lack of gameplay depth).                   |
| Forgotten Worlds         | Sega            | £19.99 | PM     | 70           | 80       | 79    | 80         | 79        | 79      | Decent coin-op conversion of an unusual fantasy shoot 'em up. Good graphics and enjoyable action, particularly in two player mode.  |
| Gaiadres                 | Renovation      | Import | MT 2   | 81           | 88       | 75    | 80         | 85        | 84      | An undeservingly obscure space shoot 'em up with loads of weapons and levels, great graphics and plenty of action.  |
| Ghostbusters             | Sega            | £34.99 | PM     | 84           | 82       | 79    | 84         | 88        | 86      | Excellent platform shoot 'em up which looks a bit cheesy at first but gets better and better as it goes on.   |
| Ghouls 'n' Ghosts        | Sega            | £39.99 | PM     | 88           | 92       | 93    | 93         | 92        | 93      | First class conversion of the superb ghost-slaying coin-op. Very challenging, great graphics and sound and a must for your collection.  |
| G-LOC                    | Sega            | MT 15  | £39.99 | 88           | 79       | 62    | 72         | 60        | 69      | Decent conversion of the 3D jet fighter shooter, which unfortunately wasn't that good originally. Looks good but lacks variety.   |
| Gods                     | Mindscape       | Import | MT 11  | 80           | 91       | 88    | 89         | 88        | 89      | Solve puzzles and beat off monsters in this great platform shoot 'em up.  |
| Golden Axe II            | Sega            | £34.99 | PM     | 79           | 80       | 67    | 72         | 67        | 67      | Fair two player barbarians vs monsters beat 'em up, but the sequel isn't as good as the original. Watch out for Golden Axe 3 appearing soon.                                      |
| Green Dog                | Sega            | £39.99 | MT 10  | 77           | 84       | 86    | 62         | 52        | 56      | Trek across six Caribbean islands in the hunt for a wasted surfer's surfing powers. A rather dull platform game which looks great but is actually v. dull.                        |
| Grey Lancer              | Masaya          | Import | MT 11  | 89           | 80       | 70    | 80         | 60        | 72      | Slick space blast from the creators of Gynoug looks good but is very unoriginal. Seen it all before.  |
| Gynoug                   | Sega            | £39.99 | MT 5   | 89           | 93       | 86    | 89         | 92        | 91      | Fantastic, unusual graphics and fast and challenging gameplay make this an excellent shoot 'em up.  |
| Hellfire                 | Sega            | £34.99 | MT 5   | 60           | 85       | 81    | 93         | 89        | 92      | Very slick and playable blast with testing action and a unique four-way weapons system. One of the best Megadrive shoot 'em ups.  |
| Home Alone               | Sega            | £39.99 | MT 11  | 70           | 71       | 64    | 69         | 55        | 65      | Tour the neighbourhood, setting traps to foil the plans of a pair of burglars in this fair arcade adventure which should appeal to junior players.                                |
| Ishido                   | Accolade        | £35.99 | MT 2   | 76           | 65       | 76    | 74         | 81        | 80      | Interesting, but very difficult puzzle game in which you have to place fill a 96-square board by matching colours and shapes on tiles.  |
| Joe Montana 3            | Sega            | £39.99 | MT 11  | 88           | 86       | 93    | 82         | 72        | 78      | Combines all the features of the first two Montana games (including the superb speech) in a game that is good but still not as good as John Madden '92                            |
| John Madden Football '92 | Electronic Arts | £39.99 | MT 1   | 90           | 95       | 93    | 92         | 96        | 95      | The best American football game going. Great graphics and spot-on gameplay make this fun even if you're not into the sport.   |
| John Madden Football '93 | Electronic Arts | £39.99 | MT 12  | 92           | 90       | 87    | 92         | 93        | 91      | Classic teams, more speech, battery save and extra moves are what this has over JM'92, but it's also slightly slower and the advances aren't enough to justify having both games. |
| Kid Chameleon            | Sega            | £34.99 | MT 4   | 60           | 65       | 78    | 77         | 60        | 64      | A novel platform game in which you can change the character by picking up different hats for him. Lack of challenge lets the game down, though.                                   |
| Klax                     | Tengen          | £34.99 | PM     | 90           | 74       | 85    | 84         | 82        | 85      | Good Tetris-derived puzzle game based on making patterns out of coloured tiles. Lots of scope for developing strategies make this extremely playable.                             |
| Lemmings                 | Sega            | £39.99 | MT 11  | 91           | 89       | 85    | 89         | 93        | 92      | Get the suicidal lemmings across obstacles and into their home in this conversion of the classic puzzle game, which has all the features of the original and more levels.         |



| game name                          | by...           | price  | when? | ratings %    |          |       |            |           |         | general comments  |
|------------------------------------|-----------------|--------|-------|--------------|----------|-------|------------|-----------|---------|---|
|                                    |                 |        |       | presentation | graphics | sound | short term | long term | overall |   |
| The Little Mermaid                 | Sega            | £34.99 | MT 13 | 85           | 88       | 87    | 66         | 40        | 57      | Lovely-looking collect-the-objects game based on the movie. Just about enough gameplay for young players but too easy for more seasoned gamers.   |
| Lotus Turbo Challenge              | Electronic Arts | £39.99 | MT 12 | 89           | 80       | 70    | 87         | 89        | 85      | Smart driving game in which you get to take an Esprit or Elan around a variety of courses beset by various weather conditions. The two player split-screen game is particularly good.     |
| Marble Madness                     | Electronic Arts | £29.99 | MT 2  | 73           | 80       | 78    | 86         | 55        | 73      | Steer a marble around tortuous 3D courses in this accurate arcade conversion. Six levels aren't enough, though, and this doesn't hold its challenge for very long.                        |
| Mega-Lo-Mania                      | Virgin          | £39.99 | MT 13 | 92           | 90       | 92    | 86         | 95        | 92      | Take your colony of islanders out of the stone age by teaching them to build weapons and conquer their neighbours in this fun strategy game.  |
| Mercs                              | Sega            | £39.99 | MT 1  | 89           | 85       | 84    | 91         | 85        | 90      | Superb Commando-style blast which comprises an accurate (single player) version of the coin-op and a new Original mode.   |
| Mick and Mack: Global Gladiators   | Virgin          | £39.99 | MT 15 | 92           | 89       | 92    | 86         | 75        | 81      | Smart platform game in which your chosen Global Gladiator has to wipe out environmental threats. Fun, but lacking in depth.   |
| Mickey Mouse in Castle of Illusion | Sega            | £39.99 | PM    | 88           | 90       | 79    | 90         | 70        | 84      | Recently superseded by World of Illusion, but still an excellent platform game with superb graphics, perfect for younger players.   |
| Micro Machines                     | Code Masters    | £34.99 | MT 15 | 81           | 80       | 71    | 92         | 91        | 92      | Simple but very playable race game starring the famed toy cars/boats/helicopters. One of the best two player Megadrive games available.   |
| Midnight Resistance                | Sega            | £39.99 | PM    | 80           | 85       | 90    | 88         | 78        | 85      | All the commando-on-platforms gameplay of the coin-op, minus the two player mode. Excellent fun, but slightly lacking in challenge.   |
| Might and Magic                    | Electronic Arts | £39.99 | PM    | 85           | 77       | 50    | 79         | 85        | 79      | Massive RPG which should appeal to die-hard role-playing fans. Neophytes will find the lengthy combat system heavy going, though.   |
| Moonwalker                         | Sega            | £34.99 | PM    | 84           | 79       | 90    | 79         | 70        | 72      | Basic platform game in which Michael Jackson rescues kids and beats up gangsters. Notable for the superb renditions of Jackson tracks which play in the background.                       |
| Muhammad Ali Boxing                | Virgin          | £39.99 | MT 15 | 90           | 90       | 91    | 91         | 92        | 92      | Park Place (programmers of the John Madden and EA Hockey games) present the only computer boxing game which really captures the atmosphere of the sport. A superb one-on-one beat 'em up. |
| NHLPA Hockey                       | Electronic Arts | £39.99 | MT 10 | 88           | 85       | 86    | 90         | 88        | 89      | Update of EA Hockey is nearly identical to the first game. Hockey fans might notice the subtle differences, but save your money if you have the original.                                 |
| Nobunaga & His Ninja Force         | Compile         | Import | MT 14 | 78           | 94       | 93    | 87         | 92        | 92      | Excellent, tough, megaweapons CD shoot 'em up. Great graphics (though not much in the way of Mega-CD effects) and the music is superb.  |
| PacMania                           | Tengen          | £34.99 | MT 1  | 82           | 82       | 73    | 80         | 60        | 70      | Perfect conversion of the arcade update to PacMan. The simple gameplay is dull though, and it's easy to go round the whole game on your first go.   |
| PGA Tour Golf 2                    | Electronic Arts | £39.99 | MT 13 | 92           | 93       | 91    | 94         | 96        | 94      | Amazingly playable golf simulation, featuring seven real courses, great 3D graphics, multi-player tournaments and battery game save.  |
| Phantasy Star III                  | Sega            | £49.99 | PM    | 89           | 84       | 77    | 85         | 92        | 89      | Absolutely vast role-playing game which is high on exploration, but, for non-veterans anyway, low on thrills thanks to the combat by rounds system.                                       |
| Pit-Fighter                        | Tengen          | £39.99 | MT 2  | 90           | 78       | 70    | 76         | 80        | 77      | Though the digitised graphics taken from the coin-op look a bit ropey, this still manages to be an enjoyable beat 'em up, particularly in two-player mode.                                |
| Powermonger                        | EA              | £39.99 | MT 14 | 70           | 79       | 78    | 70         | 85        | 81      | Lead your people to conquer an entire archipelago of islands in this strategy game, which, though cleverly presented, is heavy going and occasionally dull.                               |
| Predator 2                         | Arena           | Import | MT 11 | 80           | 65       | 79    | 85         | 54        | 62      | Naff graphics and a complete absence of challenging gameplay marr what could have been an enjoyable shoot 'em up.   |

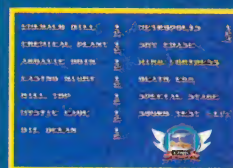
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gain a very long-lasting shield by starting the game and collecting these objects (which are on the roof near the start of the game) in this order: cake, hammer, Earth, apple, tap. Once this is done you can activate another cheat which opens all the doors in the game by going through the first door you come to, collecting the nearby star then leaving through the exit on the left.

### SONIC THE HEDGEHOG

On the title screen press UP, DOWN, LEFT, RIGHT, then hold down A and START to get a level select.

### SONIC II



Go to the sound test on the options screen and select these tunes in this order, pressing C after each one: 19, 65, 09, 17. Press START and when the title screen appears press A and START to be greeted with a level select.

Now go to the sound test on the level select screen and select tunes 01, 09, 09, 02, 01, 01, 02, 04. Choose the stage you want to play and hold down A and START to start a level construction cheat. Pressing B changes Sonic into a scenery graphic, pressing A cycles through the graphics available and C places it on the landscape. Press B to start playing your new level.

On the same screen select 4, 1, 2, 6 on the sound test. Now select the level you wish to play, collect 50 rings and, hey presto, you're Super Sonic!

To give yourself 14 continues go to the normal sound test and choose 19, 65, 9, 17, 1, 1, 2 and 4 before starting the game. You'll know the cheat has worked if the background music throughout the game is track 4 and there are no sound effects.

### STAR CONTROL

If you're playing the strategy game you can get loads of special items using this method. Start Full Game mode then hold the D-button diagonally down and left and keep B pressed until the star map appears. You should find every unexplored planet now has a precursor relic on it.

### STREETS OF RAGE

If you find you've run out of continues press LEFT, LEFT, B, B, B, C, C and START on the game over screen to keep on fighting. Also, if you're about to run out of lives in a single player game unplug your joy pad and put it into port two. Hey presto, an extra four credits are yours for



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### STREETS OF RAGE II



When you get the chance to start the game or access the options menu put a controller in port two and highlight **OPTIONS**. Hold down A and B and press **START**. Keep them held down until the options screen appears and you can now start the game on Very Easy or Mania skill levels, with up to nine lives and on any level up to level 8.

### SUPER FANTASY ZONE

When playing, hit **START** to pause the game. Plug a controller into port two and hit B while holding down **START** and diagonally down and left on the D-button. Do this correctly and the word **PASS** appears. Now press the following buttons for these effects.

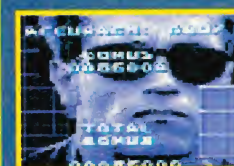
C - Go to next stage  
B - Infinite credits  
B again - Immortality  
Once you've done this and have started playing again pause the game once more and press these buttons on the second controller:  
C - Unpause and go to boss  
A - Maximum gold.

### TAZMANIA



On the title screen press A, B, C and **START** on both controllers at the same time and you should hear a sound. Now start the game and when Taz appears press **START** and C to pause the game. Push left or right to alter the bottom number which has appeared and you can choose a different level. You can use a similar method to make Taz invincible, but instead of pressing C and **START**, pause the game, press B and unpause it.

### TERMINATOR 2



When the T2: THE ARCADE GAME title screen appears press UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, RIGHT until you hear the Terminator's voice say, 'Excellent'. Now when you're playing the game just press A, B, C and **START** to go straight to the next level.

### THUNDERFORCE III

Pause the game at any stage and press UP ten times, then alternately press B and DOWN

| game name                  | by...           | price  | when? | ratings %    |          |       |            |           |         | general comments  |
|----------------------------|-----------------|--------|-------|--------------|----------|-------|------------|-----------|---------|---|
|                            |                 |        |       | presentation | graphics | sound | short term | long term | overall |   |
| Prince of Persia           | JVC             | Import | MT 10 | 85           | 89       | 90    | 80         | 89        | 90      | Doesn't make much use of the Mega-CD's facilities (apart from the great music) but the fiendish platform puzzles and twelve levels of swashbuckling make for compulsive playing.                            |
| Quackshot                  | Sega            | £39.99 | MT 1  | 80           | 92       | 89    | 83         | 80        | 82      | Challenging platform treasure hunt starring Donald Duck and numerous other Disney characters. Superb graphics but infinite continues make it easy to complete the quest.                                    |
| Rampart                    | Tengen          | Import | MT 13 | 85           | 77       | 83    | 93         | 90        | 90      | A playable blend of Tetris, Qix and Missile Command! Train your cannons on raiding ships and enemy castles, then rebuild your fortress after the battle. Good fun, especially in two player mode.           |
| Revenge of Shinobi         | Sega            | £34.99 | PM    | 85           | 92       | 93    | 95         | 91        | 93      | A slick and very playable platform beat 'em up set over 20 long, varied and challenging stages. Something of a Megadrive classic.   |
| Risky Woods                | Electronic Arts | £39.99 | MT 12 | 80           | 88       | 78    | 83         | 80        | 81      | A fantasy platform game starring a knight who has to rescue monks from monsters. The action is nothing new but it's quite entertaining.   |
| Road Rash 2                | Electronic Arts | £39.99 | MT 12 | 88           | 89       | 69    | 88         | 84        | 89      | Similar to EA's first no-holds-barred motorcycle racer, but with one more weapon and a split-screen two-player mode, which, surprisingly, doesn't add much to the game.                                     |
| Robocod                    | Electronic Arts | £39.99 | MT 1  | 65           | 91       | 66    | 85         | 86        | 85      | Jolly platform game with wonderful graphics and loads of levels, but the action is a bit samey all the way through.   |
| Rolo To The Rescue         | Electronic Arts | £34.99 | MT 14 | 70           | 90       | 79    | 93         | 88        | 89      | Very cute platform puzzle game in which a cuddly elephant has to rescue his cuddly animal friends. Over 100 levels, but could have done with a game save as it takes ages to play the whole game in one go. |
| Rolling Thunder 2          | Sega            | £39.99 | MT 2  | 89           | 89       | 85    | 86         | 86        | 86      | Excellent one or two player spy shoot 'em up on platforms. Loads of levels and it's all good, testing fun.  |
| Side Pocket                | Data East       | Import | MT 11 | 82           | 85       | 70    | 85         | 83        | 83      | Based on American Pool, this boasts a single and two player mode, a nine ball game, a pocket game and a trick shot game. Good fun.  |
| Sol Feace                  | Wolf Team       | Import | MT 2  | 85           | 75       | 76    | 84         | 74        | 80      | A decent CD shoot 'em up which doesn't put the Mega-CD hardware to much use but is still very playable. Soon to be packaged free with the official Mega-CD.   |
| Sonic The Hedgehog         | Sega            | £34.99 | PM    | 85           | 93       | 81    | 93         | 80        | 83      | The blue hedgehog's original platform outing is a fun and visually stunning game which just lacks long-term playability.  |
| Sonic 2                    | Sega            | £39.99 | MT 11 | 94           | 98       | 85    | 94         | 90        | 95      | Sonic takes to the platforms again, with Tails (his two-tailed fox cub mate) in tow. Superb graphics, loads of levels and an excellent two player mode put this head and shoulders above Sonic 1.           |
| Smash TV                   | Flying Edge     | £39.99 | MT 10 | 74           | 80       | 81    | 78         | 72        | 70      | Conversion of the destruction-packed Williams coin-op would be good were it not for the annoying control method which results in many an undeserved death.  |
| Spiderman                  | Sega            | £39.99 | PM    | 88           | 84       | 86    | 92         | 90        | 91      | A licensed game which actually makes good use of the character. Spidey webs his way around loads of levels, fighting off various Marvel super villains in this challenging platform beat 'em up.            |
| Star Control               | Accolade        | £39.99 | PM    | 86           | 68       | 90    | 93         | 90        | 90      | Two space empires battle for supremacy with loads of different ships in this superb space blast. With two-players going head-to-head it's unbeatable.   |
| Streets of Rage 2          | Sega            | £44.99 | MT 13 | 91           | 95       | 98    | 95         | 90        | 94      | The ultimate Megadrive beat 'em up with superb one or two-player action, amazing graphics and sounds. Not difficult to finish, but then you get a new Mania skill level to try.                             |
| Super High Impact Football | Arena           | Import | MT 11 | 93           | 87       | 89    | 85         | 45        | 62      | Zany American Football game in which the emphasis is on the violence rather than the strategy of getting the ball up the field. Fun for a while, but ultimately tedious.                                    |
| Super Kick Off             | US Gold         | £39.99 | MT 15 | 90           | 80       | 88    | 93         | 96        | 94      | The only Megadrive football game worth buying at the moment. A superb computer representation of soccer, with all the feel of the sport and enough options to maintain variety required for long-term play. |
| Super Off-Road             | Accolade        | £24.99 | MT 6  | 82           | 79       | 84    | 88         | 78        | 83      | An enjoyable race game for four trucks (two of which can be player-controlled) set on 16 rough tracks. You can customise your truck, but once you've got all the parts it's easy to win every race.         |



| game<br>name       | by...             | price  | when? | ratings %    |          |       |            |           |         | general<br>comments   |
|--------------------|-------------------|--------|-------|--------------|----------|-------|------------|-----------|---------|---|
|                    |                   |        |       | presentation | graphics | sound | short term | long term | overall |   |
| Super Volleyball   | Video Systems Co. | Import | PM    | 77           | 80       | 55    | 69         | 50        | 61      | Although it looks good, Volleyball's fiddly controls mean that only the most ardent volleyball fan will want to persevere with this.  |
| Sword of Vermilion | Sega              | £49.99 | PM    | 85           | 79       | 94    | 85         | 90        | 87      | Big RPG with good plot and smart graphics. Arcade-style combat system makes it easier to get into and more instantly enjoyable than most role-playing games.  |
| Tale Spin          | Sega              | £39.99 | MT 12 | 72           | 70       | 82    | 74         | 57        | 63      | Lots of irritating little glitches, iffy graphics and dull and frustrating gameplay make this the weakest of the Megadrive Disney games.  |
| Taz Mania          | Sega              | £39.99 | MT 6  | 70           | 90       | 89    | 89         | 75        | 82      | Great-looking platform game based on the Saturday morning cartoon show. Very easy to finish, though, so it's best left to younger players.  |
| The Terminator     | Virgin            | £39.99 | MT 6  | 84           | 85       | 90    | 73         | 50        | 60      | Platform shoot 'em up based on the film starts off well, but after the first level it goes downhill and is very easy to finish. Disappointing.  |
| Terminator 2       | Acclaim           | £39.99 | MT 13 | 77           | 85       | 92    | 86         | 84        | 86      | Menacer-compatible conversion of the popular Operation Wolf-style shoot-out. Great graphics and sound and a two-player mode make this good fun.   |
| Thunderforce III   | Sega              | £39.99 | PM    | 82           | 88       | 86    | 91         | 86        | 89      | Good six-level shoot 'em up with excellent graphics and sound. Very challenging too, so it's still one of the best Megadrive blasts around.   |
| Thunderforce IV    | Sega              | £39.99 | MT 9  | 90           | 96       | 91    | 94         | 94        | 94      | The most spectacular scrolling shoot 'em up on the Megadrive with loads of levels, weapons and hours of challenging gameplay. A must.   |
| Thunderstorm FX    | Wolf Team         | Import | MT 11 | 93           | 94       | 97    | 91         | 85        | 87      | One of the most impressive Mega-CD titles available. Pilot your helicopter through ten levels of pseudo full-motion video graphics, shooting at enemies and dodging missiles and buildings.         |
| Toe Jam and Earl   | Sega              | £39.99 | PM    | 87           | 80       | 89    | 85         | 90        | 82      | Bizarre one or two-player exploration game in which two aliens have to find bits of their crashed space ship. The action is slowly paced, but the visual gags and odd sound effects carry it along. |
| Turrican           | Accolade          | £39.99 | PM    | 65           | 71       | 72    | 77         | 68        | 69      | Mediocre platform blast which is infuriatingly difficult to begin with and gets easier as you progress!   |
| Twinkle Tale       | WAS               | Import | MT 11 | 83           | 88       | 85    | 89         | 86        | 88      | An unusual but appealing shoot 'em up which stars a fireball-chucking witch on a mission to dispose of large numbers of monsters.   |
| Two Crude Dudes    | Sega              | £34.99 | MT 5  | 88           | 89       | 76    | 88         | 79        | 84      | Fun one or two player urban beat 'em up which has lots of neat touches and great graphics but is a bit too easy to complete.  |
| Universal Soldier  | Accolade          | £34.99 | MT 12 | 70           | 60       | 79    | 79         | 59        | 60      | From the creators of Turrican comes a very similar platform blast with hardly anything to do with the film. Not as annoying as Turrican but incredibly easy to complete.                            |
| Wani Wani World    | Kaneko            | Import | MT 4  | 65           | 77       | 80    | 87         | 70        | 80      | Good, old-fashioned platform game in which two dragons have to bash holes in the floor and knock monsters through them while grabbing bonuses. Very playable, but lacks long-term appeal.           |
| Warsong            | Treco             | Import | MT 4  | 84           | 64       | 75    | 77         | 88        | 85      | Command your army in 20 sword and sorcery scenarios in this enjoyable fantasy strategy game.  |
| Wonder Dog         | JVC               | Import | MT 12 | 89           | 93       | 90    | 88         | 79        | 82      | Pleasant CD platform game with plenty of levels and lots of cute monsters but not much in the way of long-term challenge.   |
| World of Illusion  | Sega              | £39.99 | MT 12 | 92           | 96       | 90    | 96         | 86        | 93      | Marvellous one or two player platform game starring Mickey Mouse and Donald Duck. Super graphics, music and gameplay and low difficulty level make this especially suited to young players.         |
| WWF Wrestlemania   | Acclaim           | £39.99 | MT 13 | 65           | 86       | 59    | 86         | 79        | 84      | A fine fighting game with smart graphics, lots of different moves, tag matches, survivor series and a WWF championship starring a selection of WWF stars.   |
| Zany Golf          | Electronic Arts   | £34.99 | PM    | 79           | 85       | 70    | 80         | 60        | 70      | Super-weird obstacles abound in this crazy golf game (and that's just how a computer crazy golf game should be), but it could have done with more than nine levels.                                 |

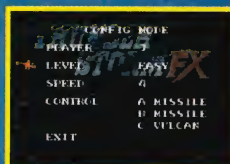
## TIPS INDEX



repeatedly and as you keep pressing the weapons will appear in the boxes at the top of the screen. Restart the game by pressing START and the next weapon you should come across will be a Claw.

**THUNDERFORCE IV**  
Set the SHIP STOCK on the options screen to 00 and you'll start the game with 99 lives. You can also start with all the weapons with this method. Start the game without altering the options then, when the stage select appears don't press anything and wait for the action to begin. Pause the game and press UP, RIGHT, A, DOWN, RIGHT, A, C, LEFT, UP, B, UP.

### THUNDERSTORM FX



On the title screen, push LEFT, RIGHT, A, B, C. You should hear a sound every time you push the pad and an explosion at the end of the sequence. Start the game and when the words STAGE 1 appears, push left and right to select a new starting stage. If you get bored, just press START to go to the next one. Alternatively, press RIGHT, UP, LEFT, DOWN and A on the title screen, then go to the configuration screen and you can now select EASY mode.

### TURRICAN

Go to the options screen and put the arrow on EXIT. Then, pushing down on the D-button press A, B, B, A, B, A, A, B, A, A, B, A, A. Another options screen should then appear which lets you set various game parameters to infinity and provides a level select. Press START to switch the various cheats on and off.

### UNIVERSAL SOLDIER



These codes provide invincibility, and make all the hidden bonus blocks visible. For the former input PWRZS at the password screen and to reveal the bonuses use SHBXZ.



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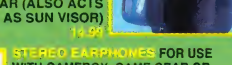
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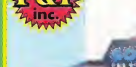


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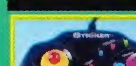
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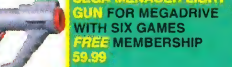
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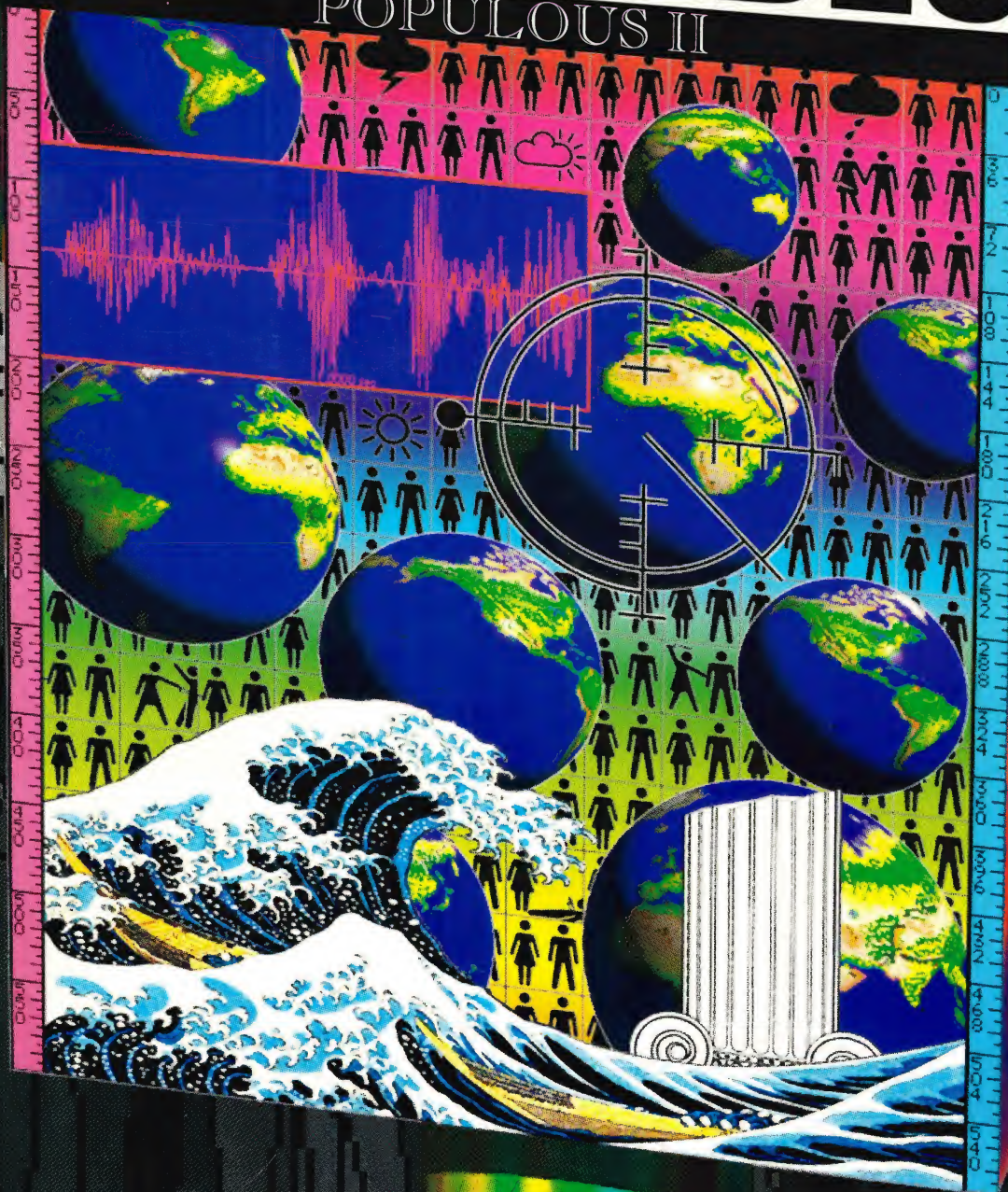
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